



The Gambler Detected.



The Gambler Detected.

A N N A L S
O F
G A M I N G;
O R
COMPLETE DIRECTIONS

F O R

Whist,
Quadrille,
Piquet,
Billiards,

|| Hazard,
|| Tennis,
|| Loo,
|| Back-Gammon, &c.

In which is contained,
The Method of Playing and BETTING at
THOSE GAMES, upon equal or advan-
tageous Terms.

INCLUDING
The LAWS of the several GAMES,
WITH
CAUTIONS AND DIRECTIONS,
By which the Public may be guarded against any
Impositions.

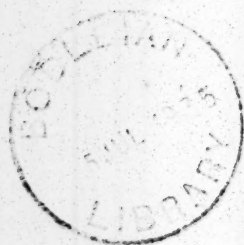
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INTRODUCTION.

THE following Essays having already received the approbation of the public, in a periodical production, the Editor judged he should save the public much trouble, and a considerable expence, by collecting them in one volume, correcting and arranging them more methodically than the hurry of a magazine would allow, and making such additions as occurred to him upon a re-perusal. The benefit and advantages which the public have already reaped from these truly original publications, (no such attempt having been made in any language whatever) have been manifested by a number of letters sent to the publisher from various quarters, testifying the dangers the writers had escaped, and the snares they had avoided by having their eyes opened in time, whereby they

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had

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had saved considerable sums, which they otherwise would probably have lost, or rather been defrauded of by a set of gentry, who constantly lie in wait to deceive and impose upon the credulous and unwary. But these Essays considered in another point of light may justly be pronounced the most complete collection, and properly form what may be stiled *The only Complete Gamester* yet published, a book that cannot fail being acceptable to every person who chuses to be acquainted with all the games in vogue, which comprise many more than are treated upon by Hoyle, or any other writer upon the subject.

We shall enter upon such games as are the most usually played, in the succession which they are generally allowed to stand, and therefore first present our readers with the Game of Whist.

ANNALS

A N N A L S
O F
G A M I N G.

ESSAY I.
W H I S T.

AS the game of Whist is the most usual of any played in genteel companies, and is judged to be that which requires the greatest skill and attention, we shall enter upon it here, in first giving the general and necessary rules for playing it; with the calculations for the odds at the different parts of a game, and also of a rubber, to which we shall add the finesse and operations

that are most usually practised in public or private by professed gamesters, and the gentry known by the name of the Family.

General Rules to be observed by Beginners.

WHEN you lead, begin with the best suit in your hand; if you have a sequence of king, queen, and knave, or queen, knave and ten, they are sure leads, and never fail gaining the tenace to yourself or partner in other suits; and begin with the highest of the sequence, unless you have five in number; in that case play the lowest, (except in trumps, when you must always play the highest) in order to get the ace or king out of your partner's or adversary's hand, by which means you make room for your own suit.

If you have five of the smallest trumps, and not one good card in the other suits, trump out; which will have this good consequence at least, to make your partner the last player, and by that means give him the tenace.

If

If you have two small trumps only, with ace and king of two other suits, and a deficiency of the fourth suit, make as many tricks as you can immediately : and if your partner refuses either of your suits, do not force him, because that may weaken his game too much.

You need seldom return your partner's lead, if you have good suits of your own to play, unless it be to endeavour to save or win a game : what is meant by good suits, is, in case you shall have sequences of king, queen, and knave, or queen, knave, and ten.

If you have each five tricks, and you are assured of getting two tricks in your own hand, do not fail winning them, in expectation of scoring two that deal, because if you lose the odd trick it makes two difference, and you play two to one against yourself.

An exception to the foregoing rule is, when you see a probability either of saving your lurch, or winning the game, in either

of which cases you are to risk the odd trick.

When you have a probability of winning the game, always risk a trick or two, because the share of the stake which your adversary has by a new deal, will amount to more than the point or two which you risk by that deal.

If your adversary is six or seven love, and you are to lead, your business in that case is to risk a trick or two, in hopes of putting your game upon an equality : therefore admitting you have the queen or knave, and one other trump, and no good cards in other suits, play out your queen or knave of trumps ; by which means you will strengthen your partner's game, if he is strong in trumps ; if he is weak you do him no injury.

If you are four of the game, you must play for an odd trick, because it saves one half of the stake which you play for ; and, in order to win the odd trick, though you are pretty strong in trumps, be cautious how you trump out. What is meant by
strength

strength in trumps, is, in case you should have one honour and three trumps.

If you are nine of the game, and though very strong in trumps, if you observe your partner to have a chance of trumping any of your adversary's suits, in that case do not trump out, but give him an opportunity of trumping those suits. If your game is scored one, two, three, you must play the reverse ; and also at five, six, or seven ; because in these two last recited cases, you play for more than one point.

If you are last player, and find that the third hand cannot put on a good card to his partner's lead, admitting you have no good game of your own to play, return the lead upon the adversary ; which gives your partner the tenace in that suit, and often obliges the adversary to change suits, and consequently gains the tenace in that new suit also.

If you have ace, king, and four small trumps, begin with a small one ; because it is an equal wager that your partner has a better trump than the last player : if so,

B 4.

you:

you have three rounds of trumps; if not, you cannot fetch out all the trumps.

If you have ace, king, knave, and three small trumps, begin with the king, and then play the ace (except one of the adversaries refuses trumps) because the odds are in your favour that the queen falls.

If you have king, queen, and four small trumps, begin with a small one, because the odds is on your side that your partner has an honour.

If you have king, queen, ten, and three small trumps, begin with the king, because you have a fair chance that the knave falls in the second round, or you may wait to finesse your ten at the return of trumps from your partner.

If you have queen, knave, and four small trumps, begin with a small one, because the odds is in your favour that your partner has an honour.

If you have queen, knave, nine, and three small trumps, begin with the queen, because you have a fair chance that the ten falls

falls in the second round; or you may wait to finesse the nine.

If you have knave, ten, and four small trumps, begin with a small one, because the odds is in your favour that your partner has an honour.

If you have knave, ten, eight, and three small trumps, begin with the knave, in order to prevent the nine from making a trick, and the odds is in your favour that the three honors fall in two rounds.

If you have six trumps of a lower denomination, you are to begin with the lowest, unless you should have ten, nine and eight, and an honour turns up against you; in that case, if you are to play through the honour, begin with the ten, which obliges the adversary to play his honour to his disadvantage, or leave it in your partner's option, whether he will pass it or not.

If you have ace, king, and three small trumps, begin with a small one.

If you have ace, king and knave, and two small trumps, begin with the king, which, next to a moral certainty, informs

your partner that you have ace and knave remaining ; and by putting the lead into your partner's hand, he plays you a trump, upon which you are to finesse the knave, and no ill consequence can attend such play, except the queen lies behind you single.

If you have king, queen, and three small trumps, begin with a small one.

If you have king, queen, ten and two small trumps, begin with the king.

If you have the queen, knave, and three small trumps, begin with a small one.

If you have queen, knave, nine, and two small trumps, begin with the queen, because you have a fair chance that the ten falls in the second round : or you may wait to finesse the nine.

If you have knave, ten, and three small trumps, begin with a small one.

If you have knave, ten, eight, and two small trumps, begin with the knave, because in two rounds of trumps it is odds but that the nine falls ; or, upon the return

turn of trumps from your partner you may finesse the eight.

If you have five trumps of a lower denomination, it is the best play to begin with the lowest, unless you have a sequence of ten, nine, and eight, in that case begin with the highest of the sequence.

If you have an ace, king, and two small trumps, begin with a small one.

If you have ace, king, knave, and one small trump, begin with the king.

If you have king, queen, and two small trumps, begin with a small one.

If you have king, queen, ten, and one small trump, begin with the king, and wait for the return of trumps from your partner, when you are to finesse your ten, in order to win the knave.

If you have queen, knave, nine, and one small trump, begin with the queen, in order to prevent the ten from making a trick.

If you have knave, ten, and two small trumps, begin with a small one.

If you have knave, ten, eight, and one small trump, begin with the knave in order to prevent the nine from making a trick.

If you have ten, nine, eight, and one small trump, begin with the ten, which leaves it in your partner's discretion whether he will pass it or not.

If you have ten, and three small trumps, begin with a small one.

If you have ace, king, and four small trumps, with a good suit, you must play three rounds of trumps, otherwise you may have your strong suit trumped.

If you have king, queen, and four small trumps, with a good suit, trump out with the king, because when you have the lead again, you will have three rounds of trumps.

If you have king, queen, ten, and three small trumps with a good suit, trump out with the king, in expectation of the knave's falling at the second round; and do not wait to finesse the ten, for fear your strong suit should be trumped.

If you have queen, knave, and three small trumps, with a good suit, trump out with a small one.

If

If you have the queen, knave, nine and two small trumps with a good suit, trump out with the queen, in expectation of the ten's falling at the second round; and do not wait to finesse the nine, but trump out a second time, for fear your strong suit should be trumped.

If you have a knave, ten, and three small trumps, with a good suit, trump out with a small one.

If you have knave, ten, eight, and two small trumps, with a good suit, trump out with the knave, in expectation of the nine's falling at the second round.

If you have ten, nine, eight and one small trump, with a good suit, trump out with the ten.

PARTICULAR GAMES, *and the manner in which they are to be played after a learner has made some progress in the Game.*

Suppose you are elder hand, and that your game consists of king, queen, and knave, of one suit; ace, king, queen, and two small cards of another suit, king and queen of the third suit, and three small trumps:

trumps: *Query*, How is this hand to be played? You are to begin with the ace of your best suit (or a trump) which informs your partner that you have the command of that suit; but you are not to proceed with the king of the same suit, but you must play a trump next; and if you find your partner has no strength to support you in trumps, and that your adversary plays to your weak suit, *viz.* the king and queen only, in that case play the king of the suit, which belongs to the best suit; and if you observe a probability of either of your adversaries being likely to trump that suit, proceed then and play the king of the suit of which you have king, queen, and knave. If it should so happen, that your adversaries do not play to your weakest suit, in that case, though apparently your partner can give you no assistance in trumps, pursue your scheme of trumping out as often as the lead comes into your hand: by which means, supposing your partner to have but two trumps, and that your adversaries have four each, by three rounds
of

of trumps, there remain only two trumps against you.

Elder hand.

Suppose you have ace, king, queen, and one small trump, with a sequence from the king of five in another suit, with four other cards of no value. Begin with the queen of trumps, and pursue the lead with the ace, which demonstrates to your partner that you have the king: and as it would be bad play to pursue trumps the third round, till you have first gained the command of your great suit, by stopping thus, it likewise informs your partner that you have the king and one trump only remaining; because if you had ace, king, queen, and two trumps more, and trumps went round twice, you could receive no damage by playing the king the third round. When you lead sequence, begin with the lowest, because if your partner has the ace he plays it, which makes room for your suit. And since you have let your partner into the
state

state of your game, as soon as he has the lead, if he has a trump or two remaining, he will play trumps to you with a moral certainty that your king clears your adversaries hands of all their trumps.

Second Player.

Suppose you have ace, king, and two small trumps, with a quint-major of another suit; in the third suit you have three small cards, and in the fourth suit one. Your adversary on your right hand begins with playing the ace of your weak suit, and then proceeds to play the king, in that case do not trump it, but throw away a losing card, and if he proceeds to play the queen, throw away another losing card; and do the like the fourth time, in hopes your partner may trump it, who will in that case play a trump, or will play to your strong suit. If trumps are played, go on with them two rounds, and then proceed to play your strong suit, by which means, if there happens to be four trumps in one of your
adversaries

adversaries hands, and two in the other, which is nearly the case, your partner being entitled to have three trumps out of the nine, consequently there remain only six trumps between the adversaries; your strong suit forces their best trumps, and you have a probability of making the odd trick in your own hand only; whereas if you had trumped one of your adversaries best cards, you had so weakened your hand as probably not to make more than five tricks without your partner's help.

Suppose you have ace, queen, and three small trumps; ace, queen, ten, and nine of another suit; with two small cards of each of the other suits: your partner leads to your ace, queen, ten, and nine: and as this game requires rather to deceive your adversaries, than to inform your partner, put up the nine, which naturally leads the adversary to play trumps, if he wins that card. As soon as trumps are played to you, return them upon your adversary, keeping the command in your own hand. If your adversary who led trumps to you,
puts

puts up a trump which your partner cannot win, if he has no good suit of his own to play, he will return your partner's lead, imagining that suit lies between his partner and your's: if this finesse of your's should succeed, you will be a great gainer by it, but scarcely possible to be a loser.

Suppose you have ace, king, and three small trumps, with a quart from a king, and two small cards of another suit, and one small card to each of the other suits, your adversary leads a suit of which your partner has a quart-major; your partner puts up the knave, and then proceeds to play the ace: you refuse to that suit, by playing your loose card; when your partner plays the king, your right-hand adversary trumps it, suppose with the knave or ten, do not over-trump him, which may probably lose you two or three tricks by weakening of your hand; but if he leads to the suit of which you have none, trump it, and then play the lowest of your sequence in order to get the ace either out of your partner's or adversary's hand; which

which accomplished, as soon as you get the lead, play two rounds of trumps, and then proceed to play your strong suit. Instead of your adversary's playing to your weak suit, if he should play trumps, do you go on with them two rounds, and then proceed to get the command of your strong suit. But you will seldom find this last method practised, except by moderate players.

COMPUTATIONS *for laying money at the game of WHIST.*

With the deal.				
The deal	—	is	—	21 to 20
1 Love	—		—	11 10
2	—		—	5 4
3	—		—	3 2
4	—		—	7 4
5 is two to one of the game,				
and one of the lurch				2 1
6	—		—	5 2
7	—		—	7 2
8	—		—	5 1
9 is about	—		—	9 2

With.

With the deal.

2	to	I	_____	is	_____	9	to	8
3		I	_____		_____	9		7
4		I	_____		_____	9		6
5		I	_____		_____	9		5
6		I	_____		_____	9		4
7		I	_____		_____	3		I
8		I	_____		_____	9		2
9		I	_____	is about	_____	4		I
_____						_____		

With the deal.

3	to	2	_____	is	_____	8	to	7
4		2	_____		_____	4		3
5		2	_____		_____	8		5
6		2	_____		_____	2		I
7		2	_____		_____	8		3
8		2	_____		_____	4		I
9		2	_____		_____	7		2
_____						_____		

With the deal.

4	to	3	_____	is	_____	7	to	6
5		3	_____		_____	7		5
6		3	_____		_____	7		4
7		3	_____		_____	7		3
8		3	_____		_____	7		2
9		3	_____	is about	_____	3		I
_____						_____		

With the deal.

5 to 4	_____	is	_____
6 4	_____		_____
7 4	_____		_____
8 4	_____		_____
9 4 is about	_____		_____

6 to 5	
6 4	
2 1	
3 1	
5 1	

With the deal.

6 to 5	_____	is	_____
7 5	_____		_____
8 5	_____		_____
9 5 is about	_____		_____

5 to 4	
5 3	
5 2	
2 1	

With the deal.

7 to 6	_____	is	_____
8 6	_____		_____
9 6 is about	_____		_____

4 to 3	
2 1	
7 4	

With the deal.

8 to 7 is above	_____
9 to 7 is about	_____

3 to 2	
12 to 8	

8 to 9, upon the best computation made at present, is about 3 and a half in the hundred in favour of eight with the deal; against

against the deal, the odds is still, though small in favour of eight.

1 Game love is 3 to 1.

1 Game love, and nine love of the second game (upon supposition of nine love with the deal) being nearly 6 to 1.

First game and 9 love of the 2d

game, is nearly — 13 to 1

First game and 8 love of the 2d

game, is a little more than the former — 13 to 16.

First game and 7 love of the 2d

is nearly — 10 to 1

Ditto and 6 love of the second is

nearly — 8 to 1

Ditto and 5 love of the second is

nearly — — 6 to 1

Ditto and 4 love of the second is

nearly — — 5 to 1

Ditto and 3 love of the second is

nearly — — $4\frac{1}{2}$ to 1

Ditto and 2 love of the second is

nearly — — 4 to 1

Ditto and 1 love of the second is

nearly — — 7 to 2

The above calculations are made with the deal.

Against the deal.

Suppose *A* and *B* are at play, and that *A* is one game and any number of points in the second deal :

First game and 9 love of the second, is nearly	—	11 to 1
First game and 8 love of the second (is a little more than)		11 to 1
Ditto and 7 love of the second is		9 to 1
Ditto and 6 love of the second game is	—	7 to 1
Ditto and 5 love of the second game is	—	5 to 1
Ditto and 4 love of the second game is	— —	4½ to 1
Ditto and 3 love of the second game is	—	4 to 1
Ditto and 2 love of the second		7 to 2
Ditto and 1 love of the second game is nearly	—	6½ to 2

The use which is to be made of the foregoing calculations, may be made by dividing the stake, according to the tables herewith set down.

Having

Having thus given the reader a competent idea of the game of Whist, as it is played upon the square, without any fallacy or imposition, it may be necessary to lay before the fair player, as a beacon to avoid being defrauded, the most customary methods made use of to obtain unfair advantages.

Most generally when any foul practices are intended, there is a collusion between at least two of the players. He who sits on the left hand is the operator, who whilst his partner is dealing, makes the cards with the other pack, for his apparent adversary, who having betts upon the game, is to be the winner. He takes care to be the person to collect the tricks, and disposes of them in such a manner that the suits lie together; by this means by inserting them one by one alternately, the next dealer is sure of a great majority if not all the trumps. To explain this it will be necessary to observe, that if the cards are shuffled in such a manner, that spades, hearts, diamonds, and clubs, follow each other

other throughout the pack, though the cards be cut in any part, the dealer and his partner will have all the thirteen trumps between them, let them be in either of the suits. An expert shuffler will do this in such a manner, as to be unobserved by those who do not suspect any imposition; but this design is always to be supposed when a person who makes the cards, takes them regularly from the top and bottom, one by one, or spreads them like a fan, and introduces one between every so spread, or divides the pack in two, and takes them one by one from each parcel. All these methods will produce the effect when the tricks are previously disposed of in suits. If such a shuffle only takes place once in a game, it is sufficient to ruin lord Clive in the long run; and I believe his lordship, though he was unacquainted with the operations, has severely felt the effects of it, as well at Bath as in London. Upon a pinch of a game other methods will be pursued, the four honours can easily be thrown into the hand that is to win when

the operator deals, by disposing of them in the same manner in his adversary's favour, and making a nick or bridge by bending the cards, which the latter is sure of cutting into, and thereby securing the honours.

When a connoisseur is playing with three fair players, and has no one to assist him, it is much more difficult to obtain a majority of trumps, or the honours. In this case, after his adversary has made the cards, if they are not marked, he will be obliged to shuffle them sideways, in order to view the suits, and place them properly, after which, he must have recourse to one of the shuffles before mentioned, and perhaps the slip. The slip is, when he has ranged the trumps or honours at bottom in his favour, by a legerdemain, to replace the cards when cut in the same situation, as they were before they were cut, after he had shuffled them. This is a difficult operation, and requires much dexterity to avoid detection, yet there are some who have so much address as to do it with the pack in one hand.

One

One of the family is seldom or never at a public table by himself: there are always some to bett according to circumstances, and the playing member regulates his game accordingly; when they bet for him, he does his utmost to win, but they most frequently lay against him, as he can shuffle the cards to the advantage of his adversary with more facility than for himself; and the former will frequently take them at his shuffle, or make little or no alteration in the effect by his shuffle. Besides, he can always by his bad play lose an odd trick or two, or, upon an emergency, lose deal, drop a card, or even revoke with impunity. Upon these occasions, the betting connoisseurs always seat themselves so conveniently, that either by signs, or treading upon their confederate's foot, let him know the state of the different hands, and occasionally prevent or promote his playing any particular suit. These pulls seldom fail of producing the desired effect, fleecing those who are not in the secret. Their schemes are sometimes so deep, that it requires cal-

culatation to know on which side is the weight of metal, that is to say, who is to win. The playing connoisseur will perhaps have five pounds upon the game, his associate will lay a guinea a deal upon the odd trick, a third will lay he scores two and the next does not, and perhaps a fourth will go black or red upon the turn-up card.

These cross betts are meant to prevent suspicion, and give the fair players an idea there is no collusion amongst them; and perhaps for a game or two the cards will be permitted to take their fair course, till at length some capital bett is made, and then these variegated wagers cease, or are made amongst the connoisseurs themselves, when it matters not who wins, or loses. In case of any dispute concerning the game, as these controversies are always determined by the majority of the company, they have always a number of sure voices at hand, who never fail, right or wrong, to decide in behalf of their confederate.

What has here been said relates to public play, but their great object is a private party.

party. When once they have a good pigeon or two to themselves, all the practices above related come into play, and many more, such as having all the cards marked, brief cards, or the honours of a larger size than the rest, by which they are sure of cutting to a card without a niche or bridge, packs ready prepared, and occasionally changed by the by-standers. In a word, the game of Whist is here reduced to a certainty in behalf of the Family, and therefore every young gentleman who would avoid certain destruction, is earnestly recommended never to engage in private play, except with such persons as he is certain would not impose upon him.

E S S A Y II.

The chief Amusement of the JOCKEY CLUB.

As the Game at Hazard is the most constant Game played at by this respectable Society, we have engaged a Gentleman well versed in the Art and Mystery of Dice, to favour us with the following Rules and Artifices of this Game; in which the Reader will find the Legerdemain and Finesses practised at it from the Peer to the Pickpocket, a seemingly awkward, but very easy Transition.

RULES *to be observed at the Game of Hazard, with the various Methods made use of to defraud those who are unacquainted with any more than the fair Game. Also, some Observations on the Game called Pass Dice, or Passage.*

AMONG the many games that are esteemed fashionable, few are more in vogue than, that of Hazard, for which several

several people assign the following reasons: 1st. That it is the fairest or most upon the square; and, 2dly, because it is always, or most generally, played at for ready money. Those who propagate these opinions either have a superior knowledge to others in the art of calculation, being acquainted with many advantages, such as we shall explain in the following pages; or are entirely ignorant of the game, and think they have a right to make their fortunes under the influence of some particular star.

We shall begin, by opening in the most simple manner, the method in which this game is played, supposing our reader to have never heard of Hazard; differing from Mr. Hoyle, whose treatise seems to be fit for no one who has not played some time at those games of which he treats.

Imagine then a number of persons, to the amount of twenty or thirty, seated at a table. A box and pair of dice being produced, they begin to play at Hazard. The person who takes the box and dice throws a main, that is to say, a chance for

the company, which must be above four and not exceed nine, otherwise it is no main, consequently he must keep throwing till he brings five, six, seven, eight, or nine; this done, he must throw his own chance, which may be any above three, and not exceeding ten; if he throws two aces or trois ace (commonly called Crabs) he loses his stakes, let the company's chance, which we call the main, be what it will. If the main should be seven, and seven or eleven is thrown immediately after, it is what is called a Nick, and the caster (the present player) wins out his stakes. If eight be the main, and eight or twelve is thrown immediately after, it is also called a Nick, and the caster wins his stakes. The caster throwing any other number for the main, such as are admitted, and brings the same number directly afterwards, it is likewise termed a Nick, and he also wins whatever stakes he has made. Every three successive mains the caster wins, he pays half a guinea to the box or furnisher of the dice.

The

The meaning of a stake or bett at this game somewhat differs from any other. If a person chuses to lay some money with the thrower or caster, he must put his cash upon the table, within a circle which is described for that purpose ; when he has done this, if the caster agrees to it, he knocks the box upon the table at the person's money with whom he intends to bett, or particularly mentions at whose money he throws, which is sufficient, and he is obliged to answer whatever sum is down, unless the staker calls to cover : in that case the caster is obliged to stake also, otherwise the betts would be void. It is optional in the person who betts with the thrower, to bar any throw which the caster may be going to cast, provided neither of the dice is seen ; if one die should be discovered, the caster must throw the other to it, unless the throw is barred in proper time.

So much we have said by way of giving the greatest novice some idea of what this game consists, otherwise an utter stranger, who has never seen a hazard table, might

be very much puzzled to find out what the company were about.

We shall proceed now to explain the common odds, which are absolutely necessary to be understood, before any body attempts to play or bett at this game.

The odds are as follow : If seven is thrown for a main, and four the chance, it is two to one against the person who throws : if six to four is thrown, five to three ; if five to four is thrown, four to three : seven to nine, three to two : seven to six, three to two, barring the two trois, with the two trois, only six to five : seven to five, three to two : six to five, and even bett, harring the doublets : or the two trois with the trois, five to four ; eight to five, an even bett, barring the two fours, five to four with the two fours : nine to five, even : nine to four, is four to three : the nick of seven is seven to two, but often laid but ten to three, and five to one you do not nick six or eight.

To illustrate these calculations still more clearly, the following table may be necessary :

TABLE

T A B L E of the O D D S.

7	to 4	is 2	to 1	
6	4	5	3	
5	4	4	3	
7	9	3	2	
7	6	{ 3 2 }	barring two trois	
		{ 6 5 }	with the two trois.	
7	5	3	2	
6	5	{ even,	barring two trois	
		{ 5 4 }	with two trois	
8	5	{ even,	barring two fours.	
		{ 5 4 }	with two fours.	
9	5	even		
9	4	4	3	

The nick of seven is seven to two, often laid ten to three.

The nick of six and eight is five to one.

When a man has made himself master of these odds, so as to have them as quick as thought, in order to play the prudent game (especially if his capital is not very great) he should make use of them by way of insuring his betts in what is called hedging, in

in case he should not like his chance; by taking the odds he secures himself, and often stands part of his bett to a certainty. For example, if seven is the main, and four the chance, and he has five pounds depending on the main, by taking six pound to three, he must either win two pounds or one pound: and, on the contrary, if he does not like his chance, by laying the odds against himself, he must save in proportion to the bett he has made.

When a man is at a hazard-table, he should observe who among the company seems to be the most lucky in throwing mains, and back his throws: they may even venture to take the odds, when a lucky caster has the box in hand; for though one should not build upon luck entirely, there is certainly such a thing as one man's being more fortunate than another for a certain time, which opportunity every one should embrace with prudence, but not take it into his head that he may have the same kind of run, and, as many do, persist in throwing against all judgment or rule whatsoever.

When

When a man finds himself in a bad run of fortune, he should have the resolution to put up with some loss, and leave off for that time, and should never imagine himself a loser whilst he can have an opportunity of paying himself, provided he waits with patience till his turn of good fortune comes; but, on the contrary, he must look upon himself as a ruined man if he pursues headlong his own bad fortune.

When any one is intoxicated at a public table, and it is about the time of breaking up, it is then the knowing ones begin to secure upon him what is called coggling the dice. They put down loaded dice, or at least such as will run to suit their purpose; and even steal his money off the table, without his perceiving it. All these tricks have been often played upon many who come to a hazard-table towards the latter end of a night, more especially if they appear in liquor.

It is necessary therefore, before we proceed, to inform the reader, what is meant
by

by securing or cogging loaded dice, &c. Those who are adepts in the art of securing, would deceive thousands who believe themselves thoroughly acquainted with the game. They put both the dice into the box, and in shaking them, with the help of a quick eye they catch one of the dice with their fore finger, and, by dint of great practice, will *land* it upon the table so dexterously with the dots uppermost, which they wanted, that it is almost impossible to know that it is not the effect of chance, and one die certain is sufficient, in the long run, to exhaust the bank of England. To make it clear, let us suppose six to be the main, and the person who throws to have seven, by securing a six every time, he is sure of not losing, and as soon as an ace comes up he must inevitably win. Suppose again he has six to five, by securing a five he has nothing to do but throw till an ace comes up, to win. Now loaded dice, which form the next object under consideration of a still more dangerous nature, are made use of by way of reducing the throw to a dead certainty,

tainty, which is done by artfully changing the dice, though in this case one is also generally sufficient to operate strong enough to gain the point, and by the help of one of these *doctors* (as they are called) many a man has been robbed, without having the least idea of its being owing to any other cause but ill-luck. Through fear of detection another sort of foul dice are made use of, such as what they call *shaved*, which are made to run high or low. By throwing them out boldly, or stamping them down, without giving them their usual course, the intended purpose is answered. A man not in the secret, by dint of observation, may make three dice turn to his own advantage, when he comes to throw with them himself.

We shall now mention a circumstance that few who have not attended a public hazard table will credit. This is stealing money off the table, which is thus effected: one accomplice offers a bett to the dupe, across the table, and calls to cover; whilst he is reaching to cover, the other accomplice

plice on his right hand pretends to offer a bett on the other side this person, at the same time making bold with five or six guineas, more or less, according to the quantity of gold on the table, so that it may not be immediately missed. This is all done in an instant, and the *Flat**, as these thieves call him, will *stand it*†, without knowing what becomes of his money. Gamblers have also a method of what they stile *heaping*, which is adding two or three pieces of money to their original stake, by keeping them reserved in their hand; if they lose, the sum will be told out ten guineas only, but if they win, by this manual addition of two or three pieces, the bett becomes twelve or thirteen, and consequently they receive two or three pieces more than their due.

* *Flat means a bubble.*

† *To stand it, is a phrase amongst gamblers, signifying one who will bear to be imposed upon.*

A man

A man should be very attentive and clear, and leave off play in proper time, not to be exposed to the dregs of a public hazard table, where every villain has access, and every method of roguery, that can be suggested, made use of to get money. There are fraudulent methods used when seated at the table; but when no seat is to be had, many raw young fellows are very apt to bett behind backs, whereby they are often cheated by taking less than the odds, such as even betts upon six or eight to five, never thinking of the two trois or quattres. Were they set at the table, they might avoid these, as well as many other fraudulent means made use of when standing behind, in which situation they frequently can scarce see the table.

We shall come now from public hazard to a private set at a tavern, where we may say no one device is wanting to ruin almost any man in a very short time: here one wretched victim shall be the object of four or five, who, in a combination against this one, cannot possibly fail cutting him up,
with

with the help of loaded dice, &c. (as they term it) and dividing the prey. It is almost impossible to guard against a set of this kind, who, if they had a mind even to play fair, by joining their stocks together, must ruin him who is alone to encounter against five or six. Consider the chances of so many against one, each ready to assist the other, in case he should have a run of ill luck. No one can lose but the person intended to be duped, unless he is so very lucky as to break the whole set; for if any one of the combined party wins, none of them can be said to lose, as the stock is still in the hands of one of them.

We shall conclude with what may be justly termed the Dregs of the hazard players, consisting of thieves and villains of every species, who are conducted from place to place by two or three low fellows, who find their account in establishing what they call a silver hazard club, and receiving perhaps, from a highwayman or pick-pocket, a shilling every third or exclusive main. Here may be seen a set of the most
infamous

infamous scoundrels that can possibly be imagined, two thirds being so flagrant that they dare not shew themselves in the day time. They assemble about the hour of ten or eleven, sometimes at one public house, sometimes at another, shifting their quarters as often as their safety requires: sometimes they hire a room in an uninhabited house, where they meet till they are under some apprehension of the magistrates, then away the ringleaders fly to another quarter, and the rest follow.

Our intention here is to warn the unwary from ever dropping into the hands of this banditti. Those who conduct this society go decently dressed, and are continually upon the look-out for fresh members: for, as many of their fraternity are every sessions hanged or transported, it is not surprising they often should have a deficiency. Neither is it astonishing they should be deprived of so many of their *worthy members*, when we consider that all
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the money, in process of time, centers in the vagrants who furnish the dice.

At these meetings they make use of all the lowest devices, ways unseen or heard of any where besides. If one of them has lost all his money, he will snatch money off the table belonging to a person he imagines incapable of defending himself. If the stranger makes the least resistance, a blow ensues, and the rogue gains his end by dint of boxing, there being generally two or three of the bruising fraternity who attend constantly at these tables, so that an honest man may be said to hazard a black eye, or a good drubbing, if he attempts to secure his own property. Others of a weaker form take opportunities of dipping a walking stick in the tallow of the candle, which they use to take off the table any piece of money they can reach unseen. In short, the ways and means to rob and cheat at these meetings would take up a volume to describe; so that we shall conclude by giving this advice, never to go among such sets of low and infamous gamblers.

We

We must now give some short account of the game called *Passage* or *Pas-dice*. This game is played with three dice, and much in vogue in the West Indies, in France, and many other parts of Europe. All above ten with doublets win, under ten with doublets loose; nothing is decided without doublets. A person who can secure a die, can make his throw about two to one in his favour: a six or a five are the two best for that purpose; or by introducing a loaded die, they may equally get the same advantage. Great sums of money have been won and lost at this game: many reckon it a very fair game, provided the dice are new and of the best kind. However, it is a dangerous game, and should be suppressed.

ESSAY

E S S A Y III.

An Account of the Game of Tennis, with the Artifices made use of by the Knowing Ones, to defraud the Nobility and Gentry out of their Money, endeavouring to prostitute that most noble Game, and put it on the footing with many others of a much inferior Class.

THE game of Tennis is played in most of the capital cities in Europe, particularly in France, from whence we may venture to derive its origin. Some say it has been one of the most ancient games in Christendom; we know that in England it was a noble exercise before the time of Charles the First. However, we may say, that within these thirty years it has been greatly degraded through those pests of society called Sharpers, who have made it in some measure answer their iniquitous purposes, in being admitted by their superiors to play and bett at discretion, whereby they find opportunities of deceiving them with their eyes open, insomuch that

no

no gentleman now is safe in either betting or playing, for many reasons, which we shall in the following account, attempt to make clear.

This game is as intricate as any game whatever; a person who is totally ignorant of it may look on for a month together, without arriving at the least knowledge how it is decided. Our design therefore is to give as clear an idea of it as possible, in order to which we shall begin with describing the court or place where it is played.

Ninety-six, or seven feet, by thirty-three, or four, is generally about the size of a tennis court, there being no exact dimension ascribed to its proportion, a foot more or less in length or width being of no consequence. A line or net hangs exactly travers the middle, over which the ball must be struck, either with a racket, or board, to make any stroke good whatsoever. When you go into a tennis court, you walk through a long gallery before you turn upon your left to go into the *Dédans*, that is, a
kind

kind of front gallery, where the spectators usually stand, into which, whenever a ball comes, it tells for a certain stroke. This long gallery is divided into different departments or galleries, each of which has its particular name, as follows: from the line towards the Dedans, are the first gallery—door—second gallery—and the last gallery; which is called the Service-side. From the Dedans to the last gallery are the figures 1, 2, 3, 4, 5, 6, at a yard distance each, denoting the chaces, one of the most essential parts of this game, as we shall hereafter demonstrate. On the other side the line are also the first gallery—door—second gallery, and last gallery, which is called the Hazard-side: every ball struck into the last gallery on this side reckons for a certain stroke, the same as the Dedans, as before-mentioned. Between the second and this last gallery are the figures, 1, 2, marking the chaces on the hazard-side. Over this long gallery, or these apartments, is a covering, called the Pent-house, on which they play the ball from the service-side, in
order

order to begin a set of Tennis, from which it is called a Service. If they miss putting the ball (so as to rebound from the pent-house) over a certain line on the service-side, it is deemed a fault; two of them are reckoned for a stroke. If the ball rolls round the pent-house, on the opposite side of the court, so as to fall beyond a certain line described for that purpose, it is called *Passe*, reckons for nothing, and the player must serve again.

On the right hand side of the court from the *Dedans* is what they call the *Tambour*, a part of the wall which projects more than the rest, in order to make a variety in the stroke, and render it more difficult to be returned by the adversary; for if a ball strikes the *tambour*, it varies its direction, and requires some extraordinary judgment to play it over the line. The last thing on the right hand side is called the *grill*, wherein if the ball is struck, it is reckoned also 15, or a certain stroke.

A set of tennis consists of six games, but if they play what is called an advantage set,

two above five games must be won on one side or the other, successively, to decide ; or, if it comes to six games all two games must still be won on one side to conclude the set ; so that an advantage set may last a considerable time, and the court is paid more for these sets than any other.

We must now describe the utility of the chaces, and by what means these chaces decide or interfere so much in the game. When the player gives his service, in order to begin the set, his adversary is supposed to return the ball, wherever it falls after the first rebound, untouched ; for example, if at the figure 1, the chace is called at a yard, that is to say, at a yard from the Dedans ; this chace remains till a second service is given, and if the player on the service side lets the ball go after his adversary returns it, and if the ball falls on or between any one of these figures, we will say between 5 and 6, they must change sides, for he will be then on the hazard side to play for the first chace, which if he wins by striking the ball so as to fall, after its first rebound, nearer to the Dedans than the
figure

figure one, without his adversary's being able to return it from its first hop, he wins a stroke, and then proceeds in like manner to win a second stroke at 5 and 6, &c. If a ball falls on a line with the first gallery, door, second gallery, or last gallery, the chace is likewise called at such or such a place, naming the gallery, &c. When it is just put over the line, it is called a chace at the time. If the player on the service-side returns a ball with such force as to strike the wall on the hazard-side, so as to rebound, after the first hop, over the line, it is also called a chace at the line.

The chaces on the hazard side proceed from the ball being returned either too hard, or not quite hard enough, so that the ball, after its first rebound, falls on this side the line which describes the hazard-side chaces, in which case, it is a chace at 1, 2, &c. provided there is no chace depending, and according to the spot where it exactly falls. When they change sides, the player, in order to win this chace, must put the ball over the line, any where, so that his adversary not return it. When

there is no chace on the hazard side, all balls put over the line from the service side, without being returned, reckon.

The marking of the game is the next thing we must explain, which is very difficult, and depends greatly upon the marker, who ought to be very mindful of the chaces, the game relying chiefly upon the falling of the ball on a particular line or figure. Instead of its being marked one, two, three, four, it is called fifteen, thirty, forty, game, unless the players get four strokes each; then, instead of calling it forty all, it is called Deuce, after which, as soon as any stroke is got, it is called Advantage, and in case the strokes become equal again, Deuce again; till one or the other gets two strokes following, to win the game.

To avoid trouble, there are always a great number of balls in use, which are handed to the players in baskets, by which means they may play as long as they please, without ever having occasion to stoop, which greatly shews a nobleness in this game, peculiar to itself.

After

After giving our readers thus far some idea of the game, we shall point out those methods of defrauding, made use of by many who live by attending the tennis-courts; and endeavour, if possible, to open the eyes of several of our nobility, who have felt severe shocks from their admitting these people to play, bett, and even make matches for them, whereby they are certain of losing their money. Sharpers will often make a match between a nobleman and one of the markers, who, in general, are the best players, and persuade the nobleman that he has the best of it; one of them, who is reckoned one of the best judges in England, to convince him, will back him for five or ten pounds, and make the bett, (which all the time is a sham one) with his accomplice, who offers to lay my lord fifty more that he loses; my lord accepts the bett, and loses. They then persuade him he is out of play, and the marker gives my lord greater odds, in consequence of which, the sharper, who is allowed to be a great judge, offers to back

my lord for an hundred, no one will take him up, in order to make my lord have a good opinion of the match ; my lord offers to lay, but the sum being not sufficient, no one betts with him, so that my lord plays for little or nothing, and the marker, who is in the secret, lets him win the set ; upon which a match is made for an hundred or more, the odd set in five or seven ; my lord is let to win the first set, and then lays odds, to the amount of five or six hundred, this sharpening judge seeming all along to back my lord, and the sets become equal, two and two, or three and three ; however, the marker wins, to the seeming great astonishment of him who backed my lord, declaring it to be a near thing ; and my lord is well satisfied with losing his money, to what we may call a dead certainty : for it is to be observed, that the game of tennis admits of very little chance, so that the superior player may win hollow, if he pleases, having but three to two the best of it at starting.

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The marker, who plays upon these occasions, gets in proportion, and even him who marks the games, comes in for a share of the plunder, not undeservedly ; because, in case the set is run hard, it is in his power to mark a chace wider or closer, in favour of his brother marker, who is playing, by which means many a set is won or lost.

In the Dedans there are often a number of young gentlemen, who know little or nothing of the game, who think it becomes them, as men of fashion, to bett. These are always dupes to the knowing ones, who lay in wait for them, and generally entrap them by making sham betts one with another, and thereby lead them on to lay their money, as the sharpening judge seems to bett ; for many of these novices have no opinion of their own upon these occasions, but are entirely guided by those they imagine to be judges. They often boast of their losings, and being on the same side with Mr. —, who is as good a judge as any in England ; their money to them is of the least consequence, provided they are thought knowing by their comrades.

Another species of cheating has been attempted within these few years, by a marker and a capitol player ; in playing a match with a gentleman, he has thrown away the sets, palpably by design, to win money for the sharpers, with whom he was in league ; but it being done too bare-faced, his character was entirely blasted as a marker, and nobody ever backs him since for any thing of consequence. A marker ought to be particularly careful in preserving his reputation, for on that totally depends his bread : when once he is found out it is all over with him.

When any of these pretended gentlemen play with a nobleman, they never play within fifteen or thirty of their game, consequently they have them in tow, and can do as they please with them. If a capital bett offers, and their friends take the odds, &c. they can then seem to make what they call a tight thing of it, and win the set to almost a certainty at last, so sure are they that chance can never interfere so strongly as to overset them.

So

So various are the deceptions of this game, that it is almost impossible for a stranger to go into a tennis-court, and bett, without losing his money ; in short, there are wheels within wheels ; and to enumerate the different finesses made use of by the sharpening tennis players, would be more than possible, as there are new inventions daily practised to decoy and ensnare the unwary : so prostituted is this noble game to what it used to be, that instead of seeing only persons of the first rank in England, as formerly, we see the Dedans now thronged with some of the most notorious sharpers in London.

From what has been said, it must plainly appear, that no novice can expect to win by betting in a public tennis-court upon strangers ; and that when they back their friends against them, they have no chance of winning, as it is a rule with a professed tennis-player, never to make a match with a pigeon that he cannot win when he pleases. Nay, when two acquaintance play together, and these judges interfere, they

will fleece the youngest or most inexpert at the game, as they presently discern who is the best player, and lay their money accordingly. We cannot therefore sum up this account better than in advising young gentlemen never to play at this game but merely for their amusement, and to let the *Family* have all the betts to themselves.

ESSAY

E S S A Y IV.

An Account of the Game of Cards, called Lanfquenet, the Manner in which it is played in most Part of Europe, with the different Methods of cheating at this Game, by which means many Foreigners and Natives have subsisted in this Town for several Years.

THIS game may be played at by almost any number of people, although only one pack of cards is used at a time, that is to say, during the deal. The dealer, whom some think has an advantage, begins by shuffling the cards, and having them cut by any other person of the party; after which he deals out two cards on his left-hand, turning them up, then one for himself, and a fourth, which he places in the middle of the table, for the company, called the *rejouissance* card. Upon this card, any, or all of the company, except the dealer, may put their money, which
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the dealer is obliged to answer, by staking an equal sum to the whole that is put upon it by different persons. He continues dealing and turning the cards upwards one by one till two of a sort appear; for instance, two aces, two duces, &c. which in order to separate, and that no person may mistake for single cards, he places on each side of his own card; and as often as two, three, or the fourth card of a sort come up, he always places them, as before said, on each side his own. Any single card the company has a right to take and put their money upon, unless the dealer's own card happens to be double, which often occurs by his card being the same as one of the two hand cards which he first of all dealt out on his left hand: thus he continues dealing till he brings either their cards, or his own. As long as his own card remains undrawn he wins; and which ever card comes up first, loses. If he draws or deals out the two cards on his left, which are called the hand-cards, before his own, he is entitled to deal again; the advantage of which

which is no other, when fair play prevails, than his being exempted from losing when he draws a similar card to his own immediately after he has turned up one for himself.

So far we may justly say this game is fair. If the dealer has a trifling advantage, each has the same in his turn, if he chuses to deal; many declining the deal, because, if unlucky, they may lose considerably, being obliged to answer the whole that is played for.

This game is often played more simply without the *rejouissance* card, giving every person round the table a card to put their money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

We shall now endeavour to set forth the iniquitous, or unfair part of this game, by laying open the fraudulent practices through combinations and flight of hand, at which the foreigners more particularly are so remarkable and expert. This game depends greatly upon the shuffling and cutting; consequently

frequently if the dealer can artfully, by means of a slight in shuffling, either fix the card which is to win the *rejouissance* two or three cards from the *rejouissance* card, or place the three cards similar to his own near the bottom, he must win the *rejouissance*, or every other card upon the table. After he has thus fixed upon them by dint of a manœuvre, which nothing but the greatest practice can make him master of, he seems to shuffle and mix them extremely fair, and gives them to be cut by any of the company. Now here comes the fallacy; one of the set, who seems to be quite an indifferent person, but who is at the same time in league with the dealer, cuts the cards just in the nick, or what the foreigners call *le point*, or bridge, scarce discernible to any but those in the secret; when once cut, the dealer is sure of his point. The person who cuts the cards is the very first to put upon the *rejouissance* card, in order to entice the dupes to follow his example; in consequence of which the dealer makes a great hand, and repeats his deal.

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There are likewise other methods of cheating without the help of an accomplice to cut the cards: these are effected by a most dextrous method of slipping the cards after they are cut, which the foreigners greatly excel in; or, what is still more surprising, in the course of their seeming to shuffle them, they can throw them into such an order as to be almost sure of winning, let who will cut. This is done by shuffling them one by one on the table, and marking the cards wanted; sometimes it is done by taking them up and placing them in rotation, all which is performed in an instant, the dealer seeming at the same time to shuffle them fairly, in order to mix them.

Foreigners, who stile themselves *connoisseurs*, are so particularly artful at this game, that it is scarce possible for any person whatsoever to deceive them. It has been known at a certain coffee-house at the west-end of the town, that a card-maker was bribed to send a number of packs of cards, ready marked, according to the direction
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of an English sharper, who used to make one of this society of Lansquenet players, imagining to have a stroke superior to any of those foreigners, but before the cards were dealt out by the person in the secret, one of the foreigners stopt him in his career, and produced the marks of each pack, insisting upon opening them to prove that he was right in his conjecture: the consequence of which was, a strict enquiry how these several packs became thus marked; the card-maker was produced, and after much altercation and many threats (the card-maker pretending he was innocent, and that one of his journeymen must have been in league with somebody that employed him) he lost the custom of the house.

After what has been said, it is plain that this game is very dangerous, as no one, who is not versed in all the operations made use of upon the cards, can possibly have a fair chance, every Frenchman or Italian, belonging to this society, being in conjunction one with another, and always upon the look out for pigeons, who, when they

they can once get them at this game, never leave them till they have picked them to the very bone. Many knowing-ones of this country have been deceived by the extraordinary manœuvres of these foreigners; imagining to fleece them, they have themselves been stripped of every shilling they had in the world.

ESSAY

E S S A Y V.

*Giving an Account of the Game of Piquet,
with the Rules and Laws for playing it.
Also the Artifices and fraudulent Methods
that are practised by Sharpers to gain
undue Advantages.*

THE game of Piquet is played by two persons only, and with thirty-two cards, viz. the ace, king, queen, knave, ten, nine, eight, and seven, of each suit; and these cards keep the same rank in which they are here placed; the ace being above the king, and so on. In telling the game the ace counts eleven, the king, queen, knave, ten each, and the small cards each according to the number of their pips, ten, nine, eight, or seven.

When you have agreed what to play for, and how many points shall make the game, you then cut for deal, and he that gets the lowest piquet card, deals first, in order to which he shuffles the cards, and presents them to the elder hand, who, if he pleases, may

may shuffle them likewise, in which case the dealer has a right to shuffle them a second time. Being cut only once, or a card being dropt, the dealer is entitled to shuffle them over again. The cards are to be dealt by two and two, or three and three, and the deal is to be continued in the same manner, in which it began, throughout a whole party, unless the dealer shall declare at any time before shuffling, that he intends to change it. In this manner each player is to have twelve cards dealt him, and there will then remain eight cards, which are called the Talon or Stock, and are to be placed on the board between the two players.

General RULES for playing at PIQUET.

I.

You are to play by the stages of your game; what is meant by them, is, that when you are backward in the game, or behind your adversary, you are to play a pushing game, otherwise you are to make
twenty

twenty-seven points elder-hand, and thirteen points younger hand ; and you are always to compare your game with your adversary's, and discard accordingly.

II.

You are to discard in expectation of winning the cards, which is so essential a part of the game, that it generally makes twenty-two or twenty-three points difference ; therefore you are not to discard for low *quatorze*, such as three queens, three knaves, or three tens, because in any of these cases, the odds are three to one, elder-hand, that you do not succeed, and seventeen to three younger-hand ; for let us suppose you should go for a *quatorze* of queens, knaves, or tens, and throw out an ace or a king, by so doing you run the risk of losing above twenty points in expectation of winning fourteen points.

III.

At the beginning of a party you are to play to make your game, which is twenty-seven

seven points elder-hand, and thirteen points younger-hand; therefore, suppose you are elder-hand, and that you have a *terce-major*, and the seven of any suit, it is five to two but that you take in one card out of any four certain cards; therefore, suppose you should have three queens, three knaves, or three tens, you are in this case to discard one of them preferably to the seven of such a suit, because it is three to one that you do not take in any one certain card, elder-hand, to make you a *quatorze*, and consequently you discard the seven of such a suit to a great disadvantage.

IV.

If your adversary is greatly before you in the game, the consideration of winning the cards must be put quite out of the question; therefore suppose you should have a *quart* to a queen or a *quart* to a knave; in which case it is only about five to four, being elder-hand, but that you take in a card to make you a *quint*, and about three to one but that you take in a queen, a knave, or ten; and
should

should you have three of either dealt you, it is good play to make a push for the game, particularly if it be so far advanced as to give you but little chance for it in another deal.

V.

To gain the point, generally makes ten points difference ; therefore, when you discard, you must endeavour to gain it, but not risk the losing of the cards by so doing.

VI.

The saving of your lurch, or the lurching your adversary, is so material, that you ought always to risk some points to accomplish either of them.

VII.

If you have six tricks, with any winning card in your hand, never fail playing that card ; because, at least, you play eleven points to one against yourself by so doing, unless in play you discover what cards your adversary has laid out.

VIII. If

VIII.

If you are greatly advanced in the game, as suppose you are eighty to fifty, in that case it is your interest to let your adversary gain two points for your one as often as you can, especially if the next deal you are to be elder hand; but if, on the contrary, you are to be younger-hand, and are eighty-six to fifty or sixty, never regard the losing two or three points for the gaining of one, because that point brings you within your shew.

IX.

The younger-hand is to play upon the defensive; therefore, in order to make his thirteen points, he is to carry *terces*, *quarts*, and especially to strive for the point; but suppose him to have two *terces* from a king, queen, or knave, as it is twenty-nine to twenty-eight that he succeeds, he having in that case four certain cards to take in to make him a *quart* to either of them, and, perhaps thereby save a *pique*, &c. he ought preferably

preferably to go for that which he has the most chance to succeed in ; but if, instead of this method of play, he has three [queens, knaves, or tens, and should attempt to carry any of them preferably to the others, the odds that he does not succeed being seventeen to three against him, he consequently discards to a great disadvantage.

X.

The elder or younger-hand is sometimes to sink one of his points, a *terce*, or three kings, queens, knaves, or tens, in hopes of winning the cards ; but that is to be done with judgment, and without hesitating.

XI.

It is often good play for a younger-hand not to call three queens, knaves, &c. and to sink one card of his point, which his adversary may suppose to be a guard to a king or queen.

XII.

The younger hand having the cards equally dealt him, is not to take in any card if thereby he runs the risk of losing them,

them, unless he is very backward in the game, and has then a scheme for a great game.

XIII.

If the younger-hand has a probability of saving or winning the cards by a deep discard. As for example: suppose he should have the king, queen, and nine of a suit; or the king, knave, and nine of a suit; in this case he may discard either of those suits, with a moral certainty of not being attacked in them; and the odds that he does not take in the ace of either of those suits being against him, it is not worth his while to discard otherwise in expectation of succeeding.

XIV.

The younger-hand having three aces dealt him, it is generally his best play to throw out the fourth suit.

XV.

The younger-hand is generally to carry guard to his queen-suits, in order to make points, and save the cards.

E

XVI. When

XVI.

When the younger-hand observes that the elder-hand, by calling his point has five cards which will make five tricks in play, and may have the ace and queen of another suit, he should throw away the guard to that king, especially if he has put out one to that suit, which will give him an even chance of saving the cards.

XVII.

If the elder hand has a *quart* to a king dealt him, with three kings and three queens (including the king to his *quart*) and that he is obliged to discard either one of his *quart* to the king, or to discard a king or queen.

Query. Which is the best for him to discard?

Answer. The chance for taking in the ace or nine to his *quart* to a king, being one out of two certain cards, is exactly equal to the taking either a king or queen, having three of each dealt him; therefore
he

he is to discard in such a manner as gives him the fairest probability of winning the cards.

The foregoing case may be a general direction to discard in all cases of the like nature, either for the elder or younger hand.

XVIII.

Suppose the elder-hand has taken in his five cards, and that he has the ace, king, and knave of a suit, having discarded two of that suit: he has also the ace, king, knave, and two small cards of another suit, but no winning cards in the other suits.

Query. Which of these suits is he to play from, in order to have the fairest chance of winning, or saving the cards?

Answer. He is always to play from the suit of which he has the fewest in number; because if he finds his adversary guarded there, the probability is in his favour that he is unguarded in the other suit; and should he play from the suit of which he has the most in number, and finds his ad-

versary's queen guarded, in that case he has no chance to save or win the cards.

XIX.

If the elder-hand is sure to make the cards equal, by playing them in any particular manner, and is advanced before his adversary in the game, he is not to risk the losing of them; but if his adversary is greatly before him, in that case it is his interest to risk the losing of the cards in expectation of winning of them.

LAWS of the Game at PIQUET.

I. THE elder-hand is obliged to lay out one card.

II. If the elder-hand takes in one of the three cards which belong to the younger-hand, he loses the game.

III. If the elder-hand, in taking his five cards, should happen to turn up a card belonging to the younger-hand, he is to reckon nothing that deal.

IV. If the elder or younger-hand play with thirteen cards, he counts nothing.

V. If

V. If the elder-hand has thirteen cards dealt him, it is in his option whether he will stand the deal or not ; and if he chuses to stand the deal, he is to discover it, and to discard five cards, and to take in four only.

VI. If the elder or younger-hand reckons what they have not, they count nothing.

VII. If the elder hand touches the stock after he has discarded, he cannot alter his discard.

VIII. If a card is faced, and it happens to be discovered either in the dealing, or in the stock, there must be a new deal, unless it be the bottom card.

IX. If the dealer turns up a card in dealing, belonging to the elder-hand, it is in the option of the elder-hand to have a new deal.

X. If the younger-hand takes in five cards, it is the loss of the game, unless the elder-hand has left two cards.

XI. If the elder hand calls forty-one for his point, which happens to be a *quart major*, and it is allowed to be good, and

E 3

only

only reckons four for it, and plays away, in this case he is not entitled to count more.

XII.

If the elder hand shews a *point*, or *quart*, or *terce*, and asks if they are good, and afterwards forgets to reckon any of them, it bars the younger hand from reckoning any of equal value.

XIII.

Quarte-blanche counts first, and consequently saves piques and repiques: it also piques and repiques the adversary in the same manner, as if those points were reckoned in any other way.

XIV.

Quarte-blanche reckons before any thing else; but need not be shewn till the adversary has first discarded; only if you are elder-hand, you must bid the younger hand to discard for *quarte-blanche*; which after he has done, you shew your *blanche* by

by counting your cards down one after another.

XV.

You are to cut two cards at the least.

XVI.

If you call a point, and do not shew it, you reckon nothing for it; and the younger-hand may shew, and reckon his point.

XVII.

If you play with eleven cards, or fewer, no penalty attends it.

XVIII.

If the elder hand leaves a card, and after he has taken in, he happens to put to his discard the four cards taken in, they must remain with his discard, and he only play with eight cards, viz. those added to his discard.

XIX.

If the younger hand leaves a card or cards, and mixes it with his discard be-

fore he has shewn it to the elder-hand, who is first to tell him what he will play, the elder hand is intitl'd to see his whole discard.

XX.

If the younger hand leaves a card, or cards, and does not see them, nor mixes them to his discard, the elder hand has no right to see them; but then they must remain separate whilst the cards are playing, and the younger hand cannot look at them neither all that while.

XXI.

If the younger hand leaves a card or cards, and looks at them, the elder-hand is intitl'd to see them, first declaring what suit he will lead.

XXII.

If the dealer deals a card too many, or too few, it is in the option of the elder hand to have a new deal; but if he stands the deal, he must leave three cards for the younger hand.

You

XXIII.

You are, in the first place, to call your point; and if you have two points, if you design to reckon the highest, you are to call that first, and are to abide by your first call.

XXIV.

Your are to call your *terces*, *quarts*, *cinques*, &c. next; and to call the highest of them, in case you design to reckon them.

XXV.

You are to call a *quartoze* preferable to three aces, &c. if you design to reckon them.

XXVI.

If you call a *terce*, having a quart in your hand, you must abide by your first call.

We shall now give the different methods made use of by sharpers to win, or rather

defraud those who flatter themselves they can play this game well ; and the more intent they are in adhering to the niceties of the game, the more liable they are to fall victims to the artifices we shall here explain.

Suppose two sharpers playing together in order to take in some who are fond of laying money, the following manœuvre is practised : they pretend great earnestness in their play, consequently seem to shuffle the cards in order to mix them thoroughly, at the same time the one is preparing the cards for the other to deal, leaving, for example, the aces and the major part of a suit, either on the top or at the bottom of the pack ; these cards being known by the dealer to be there placed, he takes the cards, seems to shuffle them, but instead of so doing, by dint of great dexterity, owing entirely to practice, he inserts such cards which are of little or no use, so that they may in dealing either come to himself or playfellow, according as the plan is laid, and which of the two is to win the dupe's money

money which is layed. When the cards are thus shuffled or fixed, by a kind of final shuffle, he makes a bridge, or opening, in which the elder at hand is to cut the cards, so that they must of course come according to their wish. A third person is generally planted to make the bets, to take off any suspicion which might otherwise arise, if the players themselves were to bet.

When a sharper is playing to dupe his adversary, one of his accomplices pretends to back the dupe; under which pretence he takes the liberty of looking over his hand of cards, and in the course of the game, will, by signs, pre-established between them, inform his companion who is playing, what suit is the weakest in the dupe's hand; and by his waiting each time for these signs before he discards, can always keep in his hand as many of his adversary's weak suit as are necessary to bear his point in it, which also gives him a better chance of taking in. This is one advantage which accrues from signs, and is reckoned

reckoned a very strong one; but there are several others, such as knowing what cards to play, to win the cards, by an intimation of the adversary's discards, &c. &c. So effectual are the pulls by signs, that no one who plays at this game should, under any pretence whatsoever, permit his hand of cards to be seen.

Another method of cheating is made use of, by first marking the cards, then shuffling them, and inserting them as we have before-mentioned, *secundem artem*, then give them to be cut by the adversary; this done, in putting the under part of the pack upon the rest, and in taking them up, the left-hand little finger is fixed between the division of the pack, and by the help of the right hand, which covers the whole, the grand flip is performed, and is by many done so imperceptibly, that the quickest eye cannot possibly discern it; by these means they deal themselves either a pique or a repique whenever they please. However, this requires great practice, and there are but few, except Jonas, and some
of

of his profession, who can do it as it should be, we mean slipping the cards only. None of these public professors of legerdemain are ever able to prepare the cards for any useful purpose at play; by their slip they indeed shew many tricks upon the cards, and make many believe they are conjurers.

Two things by way of advice we shall give to those who play this game, the first is to be very vigilant, when the adversary looks at his discard, for many have been deceived by his changing them with such address, that they have been imposed upon in this respect whole evenings, and thereby invariably lost their money. Every time your adversary touches his discard, under pretence of regulating his game, be sure you keep your eye upon him. Secondly, and lastly, when your adversary deals, observe his hand, for if certain cards are marked, such as the aces, he will by slight deal them to himself, by dealing you or himself only one card, according as he finds them situated. In short, this game requires

quires great knowledge of cards in general, and no one should play at it, unless he is acquainted with every thing that can be done upon the cards, by the most expert *joueurs de profession*.

If the reader should be at a stand to know the meaning of any terms used here by the *connoisseurs*, by recurring to the game of Whist, No. 2, he will most probably have all his doubts removed.

ESSAY

E S S A Y VIII.

An Account of the Game of Billiards, with the Rules and Odds: The different Kinds of Games played on a Billiard Table: Also the Stratagems and Artifices of Sharpers to impose and cheat.

THE game of Billiards was originally invented in France, when it was played in a different manner from what it is at present, by having a pass or iron in the table, which is now laid aside. A table is generally about twelve feet long and six feet wide, covered with fine green cloth, and surrounded with cushions to prevent the balls rolling off, and make them rebound. There are six holes, nets, or pockets, to receive the balls; these are placed at the four corners, and two in the middle opposite each other, to receive the balls, which when put in their holes are called hazards. The making of a hazard, that is putting the adversary's ball in at the common game, reckons two in favour of the

the player. The following are the rules generally observed at the winning or usual game.

I.

For the lead, put the ball at one end, and play to be nearest the cushion next to you.

II.

The nearest to the cushion is to lead, and chuse the ball, if he pleases.

III.

The leader is to place his ball at the nail, and not to pass the middle pocket; and if he holes himself, he loses the lead.

IV.

He that follows the leader must stand within the corner of the table, and not place his ball beyond the nail.

V. He

*V.

He that plays upon the running ball, loses one.

*VI.

He that touches the ball twice, and moves it, loses one.

VII.

He that does not hit his adversary's ball, loses one.

VIII.

Touching both balls is deemed a foul stroke; and putting in an adversary's ball, obtains nothing; the striker who puts in his own, loses two.

IX.

He that holes both balls, loses two.

X.

He that strikes upon his adversary's ball, and holes himself, loses two.

** These two rules are seldom or ever enforced.*

XI. He

XI.

He that plays against the ball, not striking it, but holes himself, loses three.

XII.

He that strikes both balls over the table, loses two.

XIII.

He that strikes his ball over the table, and does not hit his adversary's ball, loses three.

XIV.

He that retains the end of his adversary's stick when playing, or endeavours to balk his stroke, loses one.

XV.

He that plays another's ball without leave, loses one.

XVI.

He that takes up his ball, or his adversary's, without permission, loses one.

XVII. He

XVII.

He that stops either ball, when running, loses one ; and being near the hole, loses two.

XVIII.

He that blows upon the ball, when running, loses one ; and if near the holes, loses two.

XIX.

He that shakes the table when the ball is running, loses one.

XX.

He that strikes the table with the stick, or plays before his turn, loses one.

XXI.

He that throws the stick upon the table, and hits the ball, loses one.

XXII.

If the ball stands upon the edge of the hole, and after being challenged it falls in,
it

it is nothing, but must be put where it was before.

XXIII.

If any person, not being one of the players, stops a ball, the ball must stand in the place where it was stopped.

XXIV.

He that plays without a foot upon the ground, loses one.

XXV.

He that leaves the game before it is ended, loses it.

XXVI.

Any person may change his stick in play.

XXVII.

If any difference arise about false play, he that marks the game, or the majority of the company decide it.

XXVIII. Those

XXVIII.

Those that do not play must stand from the table, and give place to the players.

XXIX.

If any person lays any wager, and does not play, he shall not give advice to the players upon the game.

This game is played with sticks, called maces or cues: the first consists of a long straight stick, with a head at the end, and is the superior instrument in point of advantage: the cue is a thick stick, diminishing gradually to a point of about half an inch diameter: this instrument is played over the left hand, and supported by the thumb. It is the only instrument in vogue abroad, and is played with amazing address by the Italians, and some of the Dutch: but in England the mace is the prevailing instrument, which few foreigners excel with.

Besides the winning game, which is twelve up, there are several kinds of games played

played at billiards, viz. The losing game ; the winning and losing ; choice of balls ; bricole ; carambole ; a four-game ; hazards, &c.

The *losing game* is the common game nearly reversed ; that is to say, except hitting of the balls, which is absolutely necessary, you gain by losing. In putting yourself in, you win two ; by putting your adversary in, you lose two ; but if you pocket both balls you get four. This game depends greatly upon strengths, and is therefore very necessary to be known to play the winning game in perfection.

The winning and losing game is a combination of both games ; that is to say, all balls that are made reckon, and double balls four. At this game, and the losing, knocking over, or forcing the balls over the cushion, do not tell as at the common game.

Choice of balls, is chusing each time which ball the player pleases, which is doubtless a great advantage, and is generally played against losing and winning.

Bricole,

Bricole, is the being obliged to hit a cushion, and rebound before you touch your adversary's ball; otherwise you lose a point: this is a great disadvantage, and is reckoned between even players to be equal to receiving about 8 and 9.

Carambole, is a game newly introduced from France. It is played with three balls, one being red, which is neutral, and is placed upon a spot upon a line with the stringing nail. Each of the opponents, at the first stroke of a hazard, play from a mark upon a line with it at the other end of the table. The chief object of this game is to hit with your own ball the two other balls, which is called a Carambole, and by which the player wins two. Putting in the red ball is three, the adversary's ball two; so that seven may be gained at one stroke, by caramboling and putting in both balls. The game is sixteen up. This game, like the losing, depends chiefly upon strengths, and is usually played with the cue.

The chief object of this game, after making what we have distinguished by the carambole

rambole stroke, is the baulk; that is to say, making the white ball, and bringing your own ball and the red one below the stringing nail, from whence the players begin. By this means, the adversary is obliged to play bricole from the opposite cushion, and it often happens that this situation determines the whole game.

A four-game consists of two partners on each side, at the common winning game, who play by succession after each hazard, or two points lost. The game is fifteen up; so that the point or hazard is an odd number, through the game: for which reason a miss at 4, 6, or 8, is as much at this game as at 5, 7, or 9, at the common single game.

Hazards are so called because they depend entirely upon the making of hazards, without any regard to any game or score. Any number of persons may play, by having balls that are numbered, and which are smaller than the common balls; but the number seldom exceeds six, to avoid confusion. A specified sum is played for
each

each hazard, which the person, whose ball is put in, pays to the player; and the person who misses forfeits half the price of a hazard to the person whose ball he plays upon. The only general rule is not to lay the next player a hazard. The table is paid for by the hour.

The odds usually laid at Billiards, which are all calculated for the winning game, are as follow,

EVEN PLAYERS.

One love	—	is	—	5 to 4
Two do.	—	is	—	3 to 2
Three do.	—	is	—	7 to 4
Four do.	—	is	—	2 to 1
Five do.	—	is	—	3 to 1
Six do.	—	is	—	4 to 1
Seven do.	—	is	—	6 to 1
Eight do.	—	is	—	10 to 1
Nine do.	—	is	—	15 to 1
Ten do.	—	is	—	60 to 1
Eleven do.	—	is	—	63 to 1

But only a guinea to a shilling is usually laid.

F

EVEN



EVEN PLAYERS.

Two to one	—	is	—	5 to 4
Three to one	—	is	—	3 to 2
Four to one	—	is	—	7 to 4
Five to one	—	is	—	2 to 1
Six to one	—	is	—	7 to 2
Seven to one	—	is	—	4 to 1
Eight to one	—	is	—	9 to 1
Nine to one	—	is	about	10 to 1

Ten to one is generally laid 21 to 1, but is in reality much more, though not commonly laid; but calculated as near as possible to be 50 to 1.

Eleven to one	—	is	—	60 to 1
Three to two	—	is	—	5 to 4
Four to two	—	is	—	8 to 5
Five to two	—	is	—	7 to 4
Six to two	—	is	—	5 to 2
Seven to two	—	is	—	3 to 1
Eight to two	—	is	—	6 to 1
Nine to two	—	is	—	7 to 1
Ten to two	—	is	about	20 to 1
often laid	—	—		21 to 1
Eleven to two	—	is	—	23 to 1
				5 to 4

5 to 4	—	is	—	5 to 4
6 to 4	—	is	—	7 to 4
7 to 4	—	is	—	2 to 1
8 to 4	—	is	—	4 to 1
9 to 4	—	is	—	9 to 2
10 to 4	—	is	—	10 to 1
11 to 4	—	is	—	12 to 1

6 to 5	—	is	—	3 to 2
7 to 5	—	is	—	7 to 4
8 to 5	—	is	—	3 to 1
9 to 5	—	is	—	4 to 1
10 to 5	—	is	—	9 to 1
11 to 5	—	is	—	10 to 1

7 to 6	—	is	—	5 to 4
8 to 6	—	is	—	2 to 1
9 to 6	—	is	—	5 to 2
10 to 6	—	is	—	5 to 1
11 to 6	—	is	—	6 to 1

8 to 7	—	is	—	7 to 4
9 to 7	—	is	—	2 to 1
10 to 7	—	is	—	4 to 1
11 to 7	—	is	—	5 to 1

9 to 8	—	is	—	4 to 3
10 to 8	—	is	—	5 to 2
11 to 8	—	is	—	3 to 1
10 to 9	—	is	—	2 to 1
11 to 9	—	is	—	5 to 2
11 to 10	—	is	—	5 to 4

When He who gives Another Two,
is——1 to 2,——that

1 to 2	—	is	—	5 to 4
2 all	—	is	—	3 to 2
3 to 2	—	is	—	8 to 5
4 to 2	—	is	—	2 to 1
5 to 2	—	is	—	5 to 2
6 to 2	—	is	—	4 to 1
7 to 2	—	is	—	9 to 4
8 to 2	—	is	—	10 to 1
9 to 2	—	is	—	11 to 1
10 to 2	—	is	—	27 to 1
11 to 2	—	is	—	31 to 1

When He who gives another Two,
is——4 all,——that

4 all	—	is	—	3 to 2
5 to 4	—	is	—	8 to 5
				6 to 4

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6 to 4	—	is	—	5 to 2
7 to 4	—	is	—	3 to 1
8 to 4	—	is	—	5 to 1
9 to 4	—	is	—	6 to 1
10 to 4	—	is	—	15 to 1
11 to 4	—	is	—	16 to 1

6 all	—	is	—	4 to 3
7 to 6	—	is	—	3 to 2
8 to 6	—	is	—	5 to 2
9 to 6	—	is	—	3 to 1
10 to 6	—	is	—	6 to 1
11 to 6	—	is	—	7 to 1

When He who gives Another Two,

is—8 to 7,—that

8 to 7	—	is	—	2 to 1
9 to 7	—	is	—	5 to 2
10 to 7	—	is	—	6 to 1
11 to 7	—	is	—	7 to 1

8 all	—	is	—	5 to 4
9 to 8	—	is	—	3 to 2
10 to 8	—	is	—	3 to 1
11 to 8	—	is	—	4 to 1

9	all	—	is	—	4 to 3
10	to 9	—	is	—	5 to 2
11	to 9	—	is	—	3 to 1

10	all	—	is	—	6 to 5
11	to 10	—	is	—	7 to 5

11	all	—	is	—	5 to 4
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When He who receives Two from Another,
is——3 love,——that

3	love	—	is	—	5 to 4
4	do.	—	is	—	8 to 5
5	do.	—	is	—	9 to 5
6	do.	—	is	—	3 to 1
7	do.	—	is	—	7 to 2
8	do.	—	is	—	8 to 1
9	do.	—	is	—	9 to 1
10	do.	—	is	—	21 to 1
11	do.	—	is	—	23 to 1

When He who receives Two from Another,
is——6 to 4,——that

6	to 4	—	is	—	5 to 4
7	to 4	—	is	—	3 to 2
8	to 4	—	is	—	3 to 1
					9 to 4

9	to	4	—	is	—	7	to	2
10	to	4	—	is	—	8	to	1
11	to	4	—	is	—	9	to	1

8	to	6	—	is	—	3	to	2
9	to	6	—	is	—	7	to	4
10	to	6	—	is	—	4	to	1
11	to	6	—	is	—	9	to	2

8	to	7	—	is	—	5	to	4
9	to	7	—	is	—	3	to	2
10	to	7	—	is	—	3	to	1
11	to	7	—	is	—	7	to	2

When he who receives two from another,
is — 9 to 8, — that

9	to	8	—	is	—	7	to	6
10	to	8	—	is	—	2	to	1
11	to	8	—	is	—	5	to	2

9	all	—	is	—	4	to	*3	
10	to	9	—	is	—	7	to	4
11	to	9	—	is	—	2	to	1

F 4

11 to 10

* *Against him.*

11 to 10 — is — even
 11 all — is — 4. to *3

When he who receives four from another,
 is — 6 love, — that

6 love — is — 2 to 1
 7 ditto — is — 5 to 2
 8 ditto — is — 5 to 1
 9 ditto — is — 6 to 1
 10 ditto — is — 16 to 1
 11 ditto — is — 17 to 1

6 to 2 — is — 3 to 2
 7 to 2 — is — 8 to 5
 8 to 2 — is — 4 to 1
 9 to 2 — is — 9 to 2
 10 to 2 — is — 12 to 1
 11 to 2 — is — 13 to 1

Common Odds of the Hazards.

When 2 are given, the odds of the hazard
 are 6 to 5.

When 3 are given, the odds are 5 to 4.

When 4 are given, the odds are 3 to 2.

When 5 are given, the odds are 8 to 5.

When 6 are given, the odds are 2 to 1.

The

The full odds that you don't get two hazards together, between even players, are, — — — 3 to 1

3 together are — 7 to 1

4 ditto are — 15 to 1

5 ditto are — 31 to 1

6 ditto are — 63 to 1

What now gives the peculiar advantage to the mace over the cue, is what has been artfully introduced by professed players, under the name of trailing, which is following the ball with the mace to such a convenient distance from the other ball as to make it an easy hazard. There are many degrees of trailing, under different denominations amongst the connoisseurs, namely, the shove, the sweep, the long stroke, the trail, and the dead trail, or turn up, all which secure an advantage to a good player, according to their various gradations. This is also performed, though not so long, by the butt player of the cue.

Having set forth the rules, different games, and odds at billiards, we shall now

point out the methods usually practised by sharpers to defraud at this game.

A black legged gentleman, if he sees a stranger knocking the balls about, will address him with compliments on his fine strokes, and propose a game. If they play for nothing but the table, the stranger will be sure to win, to entice him to play for money. In proportion as they advance the betts, the sharper will lug out his play, and the stranger will be astonished to find, at his cost, the worst player in the world at first, in the end turn out one of the best.

If a stranger it backward in playing for money, the sharper's associate will whisper to him, he has a hollow match, and offer to go his halves in whatever he betts: persuaded by this judge, he lays with the player, and the two sharpers share the stranger's half that he loses.

Two sharpers, when they see any in the room that they think will turn out pigeons, appear to be quite strangers to each other, propose a match, perhaps for a crown;
one

one plays much superior to the other, and the loser affects to be in a great passion, and is angry that the player will not give him a chance for the money he has lost, and proposes betts to the by-standers. Those who are not in the secret, fancying he must inevitably lose, are induced to bett; but no sooner has any money been betted upon it with the by-standers, than his adversary relaxes in his good play, and the loser begins to discover his real abilities. Or a third sharper, a by-stander, betts with the strangers, and according as he lays his money, the game is determined.

A black leg plays with a gentlemen for a trifle, then his associate betts against him upon the hazard, or a larger sum than the player upon the game; then the black-legs loses the gentleman a small bett, and his associate wins a larger, which he shares.

A black-legs always endeavours to lay less than the odds, and take more.

If he is playing for a crown, and gets ten love of an easy match, he will take the odds, as he pretends, for a hedge, in order

der to lose the game, gain a greater sum, and strengthen his match, by making his adversary believe he won the game by dint of good play.

Two sharpers will pretend to make betts upon a third who is playing, and propose to a by-stander to go their halves. The pigeon relying upon their superior judgment, and knowing they would not make a bad bett, fancies he has a good thing, eagerly catches at the bait, and is polled through his own cunning.

Imaginary betts are also made between these gentry, to strengthen or weaken a match, by giving the credulous fair player a higher opinion of his play, and thereby inducing him to continue playing with one of their associates, though the match is greatly to his disadvantage.

If a black-leg loses, he will probably pay bad or light money, or want change, when he thinks the winner cannot give it him; or, upon an emergency, bruth it, under pretence of getting change; which is called throwing a stone.

The

The black-legs seldom or ever come into a billiard-room together, but drop in one by one, that they may appear strangers to each other, and thereby impose upon the credulous.

If any dispute arises concerning any wager, the black legs is almost sure of having it determined in his favour by his fraternity in the room, who generally constitute a majority.

Upon the whole, we would advise every young gentleman, who is a stranger to the town, never to play or bett in a public billiard room, as he may be assured that three fourths of the company in the room are sharpers, and live entirely by gaming; and that the moment he opens his mouth to play or bett, he may consider his pocket picked by these, or similar artifices.

Some general Observations worthy of Attention.

If you happen to lay money on a hazard, and the person on whole side you lay the money, misses the ball at eleven, and afterwards goes into the hole, you don't lose
the

the hazard, the game being out by the said miss.

If a person should make a foul stroke, his adversary has a right to lead; if he does not like the ball he has to play at.

If a person proposes parting the balls, his adversary has a right to the lead.

If a person loses a hazard, in one of the corner holes, he may compel his adversary to lead from the end where he lost the said hazard.

If a person should lose a hazard in the middle hole, his adversary may compel him to go to which end he pleases.

If a person should play with the wrong ball, his adversary has a right to the lead, if he don't like the ball he has to play at; provided he can make it appear that he played with his own ball the stroke before; but if he chuses to play at the ball, he must play the hazard out with the ball his adversary leaves him, and change the ball afterwards.

Besides the games already specified, it will be necessary to mention here, that there
are

are two others, but which are seldom played but by the *Knowing-ones*. These are called the *Bar-hole*, and the *One-hole*: the first of these is expressed by the names, that is to say the hole to be played for is barred, and the player must strike for a different hole; when this is played against the common game, the advantage for the latter, between even players, is computed at about six. The *One hole* is seldom played but against young players, or pigeons, who fancy they have a great advantage in having five holes against one, whereas, in fact, an even player has the worst of it; for as all balls that go into the one hole reckon, the player endeavours to lay his ball constantly before that hole, and his antagonist frequently finds it very difficult, to keep one or other ball out, particularly on the leads, when the one-hole player lays, as often as he can, his ball hanging over his hole; and takes as many opportunities as he can of leading from the opposite end, even when he is not entitled to it, for by rights the lead should be

be given from the end of the table that the hazard is made at.

There is likewise a new game lately introduced here from abroad, called, the **RUS-
SIAN CARAMBOLE.**

The red ball is placed as usual, on the spot made for that purpose, but the player, when he begins, or after having been holed, never places his ball on any particular spot or place; he being at liberty to put it where he pleases; when he begins to play, instead of striking at the red ball, he leads his own gently behind it, and his antagonist is to play at which he thinks proper; if he plays at the red ball, and holes it, he scores three towards the game, which is twenty-four instead of sixteen points; and the red ball is put upon the spot again, at which he may now play, or take his choice which of the two balls to play at, always following his stroke till both balls are off the table. When he *caramboles*, or strikes his own ball against the other two, he is entitled to two points, the same as at the other game, but if he *caramboles* and put his own ball into any
hole,

hole, he loses as many as he might have got, had he not holed his own ball ; for example, if he strikes at the red ball, and holes it, at the same time *caramboles* and holes himself, he loses five points ; and if he holes both balls in *caramboling*, and also his own, he loses seven, which, if he had not holed himself, he would have got. It is in other respects played like the common *red game*, reckoning three for holing the red ball, two for the white, two for *caramboling*, &c.

ESSAY

E S S A Y IX.

An Account of the Game called LOO, as it is played in private Families and public Places in and about this Metropolis; with the several Advantages which are taken in playing the same by Connoisseurs, as they call themselves, in order to reduce it to a Certainty.

THIS game is very simple of itself, as it may be learnt by a child of twelve years old in half an hour; but however, to those who are unacquainted with Loo, it will be necessary to give some idea how this game is played.

There are two ways of playing at Loo, the most common is with five cards, which are dealt from the whole pack, first three and then two, or one at a time, which ever the company agree on. Six or seven persons may play at once, but a greater number can be admitted when it is played with three cards only. When five cards are dealt to each person, a card is turned up, which

which is trumps, the knave of this suit is the highest card, which is called palm, the ace is next in value, and the others in succession, the same as at Whist. Each person has the liberty of changing as many of his cards as he thinks proper, or throwing up his hand, in order to run no risque of being loosed. If any persons play their cards either with or without changing, and do not make a trick, they are, what is called loosed, and each obliged to put down a stake for the good of the table, to be divided amongst the winners at the ensuing deal, according to the tricks which are made by each of them. If, for instance, six persons are at play, and each person puts in three shillings when he deals, every trick is entitled to sixpence, and whoever is then loosed, puts down three shillings, exclusive of his deal; sometimes it is agreed for each person who is loosed to pay the whole sum which happens to be down at the time when he is loosed; but this is according to agreement. Five cards of the same suit are called flush, and cannot be won only by another superior flush,

flush, or, by the person who is elder at hand to the dealer. When it is played with three cards, palm and flushes are omitted. This is the most simple way of playing the game, and in general most money is sported when it is so played, it being more expeditious and much more lively. At half-crown Loo any one may win or lose a hundred pounds in the course of a few hours.

The advantages or pulls are numerous at this game, and scarce any person can be sure of having fair play at it. If two or three enter into a combination, and sit down to play with three or four different persons, the combined party must strip the others, without the least seeming foul play. For example, when the cards belonging to the sett of connoisseurs are dealt, the first, who is to change, will throw up, from having a very bad hand, and no probability of a certain trick to save himself; the second will stand upon one certain trick, and perhaps the third, who has a good hand, will also play his hand; consequently, if between three, only
three

That is all that can be made
three tricks are made, they cannot lose, never running any risque of being loosed, and depending upon one hand out of three, they reduce it to a certainty of winning in the long run. If one of them happens to have a remarkable great hand, a sign, which has been established between them, is given, and the other two throw up their cards, and leave their accomplice to play against the dupes, who inevitably must be loosed.

When one of the accomplices sits on the right hand of the other, he can cut to the dealers bridge, which when the cards have been prepared in the shuffle, will cause the dealer to give himself or accomplice a great hand. The dealer in taking up the cards, or by making three or four of the principal ones, he can easily shuffle them to his advantage. Suppose, for example, six are playing at the three card Loo, ace, king, and queen of trumps being the three best cards, they must be fixed in the manner following, in order to give them to himself,

himself, making any small card the trump. The small card being fixed, the ace may be put over it, after which place five indifferent cards over these two, in seeming to shuffle, and continuing to fix one of these capital cards every sixth card, they must fall to the dealer after they are cut, as before mentioned by the right-hand man: this operation is done as quick as thought by a dexterous hand, and seems like a very fair shuffle, in order to mix the cards. By shuffling properly in this manner, the dealer can give the best cards to whoever he pleases, either at the five card or three card Loo.

When a good shuffler or operator is at play without an accomplice, he then can reinstate them after they are cut by the help of the slip, which, when well performed, is the most useful thing that can be done upon the cards to insure success.

When the palm and flush are played by means of the above-mentioned method, they can secure to themselves either one
or

[or the other; some of whom are not so dexterous as they would wish to be, have been known to take the knave out of the pack, and change the one that happens to be trumps for a low card in their hand, but this is reckoned paltry work, and is very liable to detection.

Playing into one another's hands is the most customary method of defrauding at this game, and may be done in such a manner as to prevent any of the company having the least suspicion. In order to effect this without being taken notice of, their signs are sometimes conveyed to each other in playing the first round of cards; for example, by laying carelessly down their hand of cards to the right shall denote not only having a good hand but the ace of trumps; in putting them exactly opposite himself shall confirm the accomplice of his having two honours in trumps; and lastly, by putting them towards the left-hand, that he has the three best cards in the pack, all which may be done in the time,

time you are taking a pinch of snuff,* or a glass of wine, &c.

By these kinds of signs they can know every card in each other's hand, and play to them accordingly : it is of infinite use when the last player lies what is called tenace over the adversary ; that is, if he has ace and queen, as he can thereby secure a trick, by having his choice with which of his two cards he shall take the trick.

We mention this method of giving signs as one very often made use of both at whist as well as this game ; but for to lay down any particular and absolute method of discovering the hand, would be absurd, as we all know any men of common understanding may establish such signs as were never heard of before. All we can say in respect to signs at play, is, that there is no
guarding

** A connoisseur never is without a box of snuff, it being esteemed a great help in all cases of play, and always a good thing to amuse with.*

guarding against them at some particular games, among which this is one.

The dealer dealing himself or accomplices more cards than he or they have a right to, is another method of cheating at this game, by which means they have a greater chance of holding a good hand; and, by a dexterous way of secreting those they do not immediately want, may play this game greatly in their favour a long time against novices, who are not apprised of such artifices.

These fraudulent methods of playing this game, would, in the course of time, ruin men of the best fortunes in the world; consequently our intent here is to deter the unwary, and, as it were, open their eyes, by setting forth the destructive consequences of such a game, which is in itself little or no wise amusing or entertaining.

There are several other bare-faced practices made use of, such as looking over hands, changing cards under the table, and often from off the table; but these are generally made use of by women, who, when

G

detected,

detected, laugh it off, without any sense of shame or dishonour.

After what we have said relative to the game called Loo, we flatter ourselves those who have the least regard for their property, will not themselves be insnared, and become the dupes of a set of men whose whole study is to invent new methods of cheating and defrauding mankind.

ESSAY X.

An Account of the Game of Quadrille, with the usual Method of playing it; the Laws of the Game, and a Dictionary of the Terms used at it. To which are added the Methods and Legerdemains practised to gain undue Advantages at it.

AS the game of Quadrille is now the most fashionable and prevalent in all public and private companies, the watering places,

places, Almacks, the pantheon, &c. we judged it necessary to lay an account of this game before our readers; more especially as that published by Mr. Hoyle is very imperfect, and to a mere beginner conveys no idea of the game.

Quadrille is played by four persons, with forty cards, which are the remains of a pack, after the four tens, nines, and eights are discarded; these are dealt three and three, and one round four to the right hand player; and the trump is made by him that plays with or without calling, by naming spades, clubs, diamonds, or hearts, and the suit named becomes trumps. It should be observed, that if the person who names the trump should mistake, that is, if he should say spades, instead of clubs, or if he names two suits, the first named shall be the trump.

Of the Value of the Cards.

There is certainly nothing that embarrasses the player so much at first, as the or-

der of the cards; he cannot conceive why the seven of hearts, or diamonds, or the two of spades, or clubs, are sometimes the second cards of the game, and sometimes the last: but he will readily see the reason by reading, with a little attention, the following tables; in the first of which, the cards are placed according to their natural value, and in the other, according to the rank they hold when trumps.

The first TABLE;

In which the Cards are placed according to their natural Value.

<i>Hearts and Diamond.</i>	<i>Spades and Clubs.</i>
KING.	KING.
QUEEN.	QUEEN.
KNAVE.	KNAVE.
ACE.	SEVEN.
TWO.	SIX.
THREE.	FIVE.
FOUR.	FOUR.
FIVE.	THREE.
SIX.	TWO.
SEVEN.	

You

You see that there is no mention made of the ace of spades or ace of clubs; the reason is, that those two aces are always trumps, in whatever suit play. The ace of spades being always the first, and the ace of clubs the third trump: as you will see in the following table.

The second TABLE;

In which the Cards are ranked according to their Value when they are trumps.

<i>Hearts and Diamonds.</i>	<i>Spades and Clubs.</i>
SPADILL.	SPADILL.
<i>The ace of spades,</i>	
MANILL.	MANILL.
<i>The seven of hearts or diamonds.</i>	<i>The two of spades or clubs.</i>
BASTO.	BASTO.
<i>The ace of clubs.</i>	
PONTO.	
<i>The ace of hearts or diamonds.</i>	
KING.	KING.
QUEEN.	QUEEN.
G ₃	KNAVE.

K N A V E.
 T W O.
 T H R E E.
 F O U R.
 F I V E.
 S I X.

K N A V E.
 S E V E N.
 S I X.
 F I V E.
 F O U R.
 T H R E E.

You see that there are only eleven trumps in black, and twelve in red; and you see at once, that this difference arises from the two black aces, which being always trumps, are equally used in red and black, which augments the red suits by one trump.

The ace of spades is always the first, and the ace of clubs the third trump; there is consequently a trump between them, which is called *Manill*, and is in black the two, and in red the seven; which are the second cards when they are trumps, and are the last cards in their respective suits when they are not trumps: for example, the two of spades is the second trump when spades are trumps, and the lowest card when clubs, hearts, or diamonds are trumps; and so of the rest.

The

The Ponto is the ace of hearts or diamonds, which are above the king, and the fourth trump on the cards, when either of those suits is trumps, but are below the knave, and called ace of hearts or diamonds, when they are not trumps, [*as you see in the table.*] The two of hearts or diamonds is always superior to the three; the three to the four, the four to the five, and the five to the six: but the six is not superior to the seven; but when it is not trumps; for as we have said, the seven then becomes Manill, and consequently is the second trump.

There are three Matadores; Spadill, Manill, and Basto. The privilege of a Matadore is, that when you have no other trumps but them, and trumps are led, you are not obliged to play them, but may play what card you think proper, provided, however, that the trump led is of an inferior rank, in which case you are not obliged to play Manill, or Basto, even though Spadill should have been played on the inferior trump first led; but if Spadill was

led, he that has Manill or Basto only, is obliged to play it; it is the same of Basto with regard to Manill, the superior Matadore always forcing the inferior. Though there are properly only three Matadores, nevertheless, all those trumps which follow the three first without interruption, are likewise called Matadores: but it is the three first only, that enjoy the privilege of which we have been speaking. You will see the number of the other Matadores in the second table, by the order of the cards when they are trumps.

So much may suffice for the order of the cards; we shall now shew the manner and order that is to be observed in playing the game.

Of the Manner of playing Quadrille, and of the Order that is to be observed in drawing for the Places, and in dealing the Cards; of the Stakes, and of the Manner of Speaking; of playing with Calling, and without: Of the Beast, the Vole, &c.

Every one should play according to his
own

own fancy, and as he may judge convenient for his game.

You are not to demand *gano**, or to encourage your friend to play; he whose turn it is to play, ought to know what he has to do.

It is proper to observe here, that it is an established rule, in order to avoid a disagreeable ceremony, that in drawing for places, he who comes in last draws first; and so of the rest.

The stakes consist of seven equal *mils*† or *contrats* as they are some times called, comprising the ten counters and fishes, which are given to each player; each mil is equal to ten fish, and each fish to ten counters: the fish is valued at as much or as little as you please; that depending entirely on the players, who should measure their game according to what they chuse to win or lose. After having drawn for the

* See the Dictionary at the end of the game.

† See the Dictionary.

places, seen who is to deal, agreed on the value of the game, determined the number of tours†, which are commonly fixed at ten, and are marked by turning the corners of a card, he who is to deal, the cards being cut to him by the player on his left hand, deals to each player ten cards by twice three and once four; it is the same whether he begins with four, or gives them the second time, that being at his own discretion; but he must not deal them by one or two, as some players ignorantly pretend.

If there should be found too many or too few cards, or that there are two cards of the same sort, as two fixes of hearts, for example, there must be a new deal; provided it is discovered before the deal is finished; for if the cards are all played, and you have paid, or cut for the next deal, it must stand good, as well as any preceding ones.

† See the *Dictionary*.

There

There must likewise be a new deal if there is a card turned in dealing, whatever card it is, as it might be of prejudice to him that should have it; there being no discard to be made; for a still stronger reason, if there should be several cards turned.

There is no penalty for dealing wrong; he who does so must only deal again.

After each player has got his ten cards, he that is on the right hand of the dealer, after examining his game, if he finds he has a hand to play, asks if they play, or if he has not a good hand he passes; and so the second, third, and fourth. All the four may pass, but as there is no deal that is not to be played, he that has spadill, after having shewn or named it, is obliged to play, by calling a king.

Whether the deal is played in this manner, or that one of the players has asked leave, nobody chusing to play without calling; after he has named his suit, and the king he calls, the play is begun by him who is the eldest hand; he who wins the
trick

trick plays another card, and so of the rest, till the game is won or finished. They then count their tricks, and if the ombre, that is he who stands the game, has, together with him who is the king called, six tricks they have won, and are paid the game, the consolation, and the matadores, if they have them, and divide what is upon the game, and the beasts, if there are any.

But if they make only five tricks it is a remise, and they are beasted what goes upon the game, and pay to the other players the consolation, and the matadores. If the tricks are equally divided betwixt them, they are beasted in the same manner; and if they make only four tricks between them, it is a remise; if they make less they lose codill, and in that case they pay to their adversaries what they should have received if, they had won; that is the game, the consolation, and the matadores, if they have them, and are beasted what is upon the game: they who win codill divide the stakes.

The

The beast, and every thing else that is paid, is paid equally betwixt the two losers; one-half by him that calls, and the other half by him that is called; as well in case of a codill, as a remise; unless the ombre does not make three tricks; in which case he who is called is not only exempted from paying half of the beast, but also the game, the consolation and the matadores, if there are any; which the ombre in that case pays alone; and as well in case of a codill as a remise: which is done in order to oblige players not to play games that are unreasonable. There are even some academies where you must make four tricks not to be beasted alone.

There is, nevertheless, one case, in which, if the ombre makes only one trick, he is not beasted alone, and that is, when not having a good hand he passes, and all the other players having passed likewise; he having spadill, is obliged to play: in which case it would be unjust to oblige him to make three or four tricks; in this case, therefore, he that is called pays one half
of

of the losings. He, therefore, that has spadill with a bad hand, should pass, that if he is afterwards obliged to play, by calling a king, which is called forced spadill, he may not be beasted alone.

He that has once passed, cannot be admitted to play; and he that has asked leave cannot refuse to play, unless any one should offer to play without calling.

He that has four kings may call a queen to one of his kings, except that which is trumps. He who has one or more kings, may call one of those kings; but in that case, he must make six tricks alone; and consequently he wins or loses alone.

It is not permitted to call the king of that suit in which you play.

You are not to demand gano of your friend, nor to encourage him to play.

No one should play out of his turn, but he is not beasted for so doing.

He who not being eldest hand, and having the king called, plays spadill, manill, or basto, or even the king called, in order to shew that he his the friend, having other
other

kings, that he fears the ombre should trump, shall not be allowed to go for the vole; he shall even be beasted, if it appear to be done with that design.

You are not permitted to shew your hand, though you have already won codill; that it may be seen whether the ombre is beasted alone.

If the ombre or his friend shew their cards before they have made six tricks, thinking that they have made them, and there appears any possibility of preventing their making them, the other players can oblige them to play their cards in such a manner as they chuse.

When you play without calling a king, you need only name your suit.

He who plays without calling, must make six tricks alone to win; for all the other players tricks are united against him, and they are to do their utmost to prevent his winning.

He who plays without calling, is admitted to play in preference to him who would play with; however, if he that has
asked

asked leave, will play without calling, he has the preference of the other that would force him; and these are the two methods of play without calling, that are called forced.

He who plays without calling, as he does not divide the winnings with any one; so when he loses he pays all by himself: if he loses by remise, he is beasted and pays each of the other players the consolation, the fans appeller, (*or as it is commonly, but improperly called the fans prendre*) and the matadores, if there are any; if he loses codill, he is in like manner beasted, and pays to each player what he would have received from him if he had won. They who win codill divide what there is; and if there are any counters left they belong to him of the three who shall have spadill or the highest trump the next deal; it is the same with regard to him who calls one of his own kings, he wins alone, or loses alone, as in the other case, except the fans appeller, which he does not pay if he
loses,

loses, or receive if he wins, although he plays alone.

He who plays fans appeller, though he may have a sure game, is obliged to name his suit, which if he neglects to do, and shews down his cards, and says I play fans appeller; in that case, either of the other players can oblige him to play in what suit he pleases, even though he should not have one trump in that suit.

He who has asked leave is not admitted to play fans appeller, unless he is forced; in which case, as was said before, he has the preference of the other that forces him.

You are not obliged to trump, when you have none of the suit led, nor play a higher card in that suit if you have it, being at your own liberty, even though you are the last player, and the trick should belong to the ombre; but you are obliged to play in the suit led, if you can, otherwise you renounce.

He who seperates a card from his game, and shews it, is obliged to play it, if by
not

not doing it, the game may be prejudiced, or if it can give any intelligence to his friend; but especially if it should be a matadore. He who plays fans appeller, or by calling himself, is not subject to this law.

It is permitted to turn the tricks made by the other players, and to count what has been played, as often as it is your turn to play, but not otherwise.

He who instead of turning a player's tricks, turns and sees his game, or shews it to the players, is beasted, together with him whose cards he turned; each of them paying one half of the beast.

He who renounces is beasted as often as he has renounced and it is perceived.

In order to make a renounce, the trick must be turned. If the renounce is discovered before the deal is finished, and it has prejudiced the game, the cards must be taken up again, and the game re-played from that trick where the renounce was made; but if the cards are all played, the beast is still made, but the cards must not be

be re-played ; except there should be several renounces in the same deal, for then they are to be played again, unless the cards should be mixed.

If there are several beasts made in the same deal, they all go together ; unless it is otherwise agreed at the beginning of the party.

When there are several beasts, the greatest always goes first.

To make the vole is to win all the tricks, when you play sans prend : or with the assistance of the king you call.

The vole is paid according as you have agreed, and only takes up what is upon the game ; having nothing to do with the beasts, which do not go.

The vole is undertaken when playing either with or without calling, after having won the first six tricks, you play down a card. If you lose the vole, you pay what you would have received if you had won it.

He or they, who having undertaken the vole, don't make it, draw the stakes, and
are

are paid the game, the consolation, the fans prehend, if it is one, and the matadores, if there are any.

Although the vole is undertaken, it is not permitted, as it is at ombre, to see your friend's hand.

The vole cannot be undertaken, if the king called has not been played.

He who plays forced spadill, can't pretend to the vole : when the vole is undertaken, it is then above all times that silence should be observed.

Nothing must be said or done, that can in the least induce the friend either to undertake or to desist from the vole ; you are only to wait till he who is to undertake it either plays a card or throws down his game.

You have here the manner in general of playing the game ; and you will find in the table of laws, at the end of this treatise, these matters, more fully explained, to which therefore you will have recourse, in such points, as may not be here, precisely determined.

Let

Let us now see the manner of marking and paying the game.

Of the Manner of Marking, and Playing the Game.

He who deals marks the game, by placing a fish before him. Each of the players puts down a counter every deal, which are paid to them that win, with the consolation; and these counters are added to the beasts that are made.

If there is a beast it goes with the stake, and the game that each player pays; he that deals, nevertheless, puts down a fish before him: so that the first beast being fourteen, as it always is, the second must be forty two, and the third fifty-six; for one beast made on another cannot be more than fourteen points; which is the number by which the game is augmented; that is ten for the fish, which every dealer puts down, and four for each player's counter; unless the game is doubled, as is the case when the first beast made, is drawn by remise;

remise; that is fourteen, and the second is forty-two.

If the deal in which the first beast is made, is drawn by codill, the second beast can be only twenty-eight, for the fourteen that the codill has drawn is not to be included; as no one can lose more at this game than he may win.

The game, as we have said, is a counter for every player every deal; so that if there are several remises, there will be as many counters as there are remises; which those that lose pay, either to them that win, or to them by whom they have lost codill: for when it is only a remise, the game is not touched, and they pay only the consolation, the matadores, and the fans prend, if it is one.

The consolation is two counters, which are paid to him or them that stand the game, if they win, or is paid by them if they lose, whether it be by remise or codill; the matadores are in like manner paid a counter for each matadore.

Although

Although there are properly only three matadores, which are spadill, manill, and basto, yet their number is augmented, according to the number of trumps that follow them without interruption; and they are paid a counter for each, as well in winning as losing.

The fans prendre is commonly paid the half of what is fixed for the vole; so that it is five counters, which those that lose pay to them that win; or he that loses, to them by whom he loses; whether it be by remise or codill.

Observe that the fans prendre, and the matadores are to be demanded before the cards are cut for the next deal; or otherwise they are lost, except in the case mentioned in the decisions: see the article of fans prendre and matadores.

The beast, the game, and the consolation are not confined to time, but may be demanded several deals after; however, you cannot recall any mistake that may have been made in counting the beasts, if the deal, after that in which the mistake was made,

made, is finished. See, in the decisions, the article of the beast.

They who win codill, receive what they would have paid if they had lost it.

The winners of codill, divide between them what is upon the game.

The vole is paid by a fish, equal in value to ten counters, either to them that win it, or by them that have undertaken it, do not make it, and it is paid double to him or by him who wins or loses it, when he plays fans appeller. The matadores, the fans appeller, and the rest of the game, is payed as usual.

The last tour is commonly played double, unless they agree to play single: to play double, is to put down double, and to pay double for the game, the consolation, the matadores, the fans prend, and the vole.

Each player pays a fish, towards the expence of the cards.

Those who love to play high, may always play the double game, which will make a very considerable augmentation in the beasts and the game.

The

The LAWS of the GAME of QUADRILLE.

I. The cards are to be dealt by fours and threes, and no otherwise: and the dealer is at liberty to begin by four or three: if in dealing there should come one or more faced cards, there must be a new deal.

II. If there are too many or too few cards in the pack, there must be a new deal.

III. If there are two cards of the same sort, and it is perceived, before the deal is finished, it becomes void; but if all the cards are played, it stands good, as well as any preceding ones.

IV. He who deals wrong, deals again, and is not beasted.

V. If he who plays either fans prendre, or by calling, names another suit than that in which his game is, or if he names two suits, that which he named first shall be trumps, and he cannot recall it.

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VI. The

VI. The player is to name the suit he plays in, by its proper name; as well as the king he calls.

VII. He who has passed cannot be admitted to play, unless he plays forced spadill.

VIII. He who has asked leave is obliged to play.

IX. He who has asked leave cannot play fans prendre, unless he is forced to it.

X. He who has asked leave is permitted to play fans prendre, in preference to the player that forces him.

XI. He who has four kings, may call the queen to one of his kings.

XII. You cannot call the king or the queen of the suit that is trumps.

XIII. He who has one or more kings, may call one of them, and in that case he is obliged to make six tricks alone, to win: if he wins, he has all the winnings to himself; and if he loses, he pays all by himself.

XIV. You

XIV. You are not to demand gano of your friend, nor to encourage him to play.

XV. No one should play out of his turn ; but he is not beasted for so doing.

XVI. Nevertheless, he who not being eldest hand, and having the king called, shall trump out with spadill, manill, or basto ; or shall even play the king called, in order to shew that he is the friend ; shall not be allowed to go for the vole ; he shall even be beasted, if there appears a manifest bad intention in his so doing.

XVII. He who has separated a card from his hand, and has shewn it, is obliged to play it ; if by not doing it the game may be prejudiced ; or if it can give any information to his friend ; especially if it should be a matadore. He that plays fans prendre, is not subject to this law ; nor he, who calling himself plays alone.

XVIII. He who has none of the suit led, is not obliged to trump, nor to play a higher card in that suit, if he has it.

XIX. It is permitted to turn the tricks of the other players, in order to see what has been played.

XX. You are to turn the tricks, or count aloud what has been played, but when you are to play, as each player should count his own game.

XXI. He, who instead of turning the tricks of one of the players, turns and sees his game, is beasted, together with him whose cards he has turned, each paying one half of the beast.

XXII. He who renounces is beasted as often as he renounces, if it is discovered in the play; but if the deal is finished, and the cards are mixed, he makes but one beast, though he should have renounced several times.

XXIII. To make a renounce the trick must be turned; or he that renounced, must have played a card for the next trick; otherwise he may take it up without any penalty.

XXIV. If the renounce is prejudicial to the game, and the deal is not finished, the
cards

cards may be taken up, and played over again, from that trick where the renounce was made; but if the deal is finished they cannot be played over again.

XXV. He who having asked what is trumps, shall trump in that suit which is named, although it is not trumps, is not beasted.

XXVI. He who trumps in a suit that is not trumps, without having asked what is trumps, and has turned the trick, is beasted.

XXVII. He who shews his hand before the game is won, is beasted, unless he plays sans prendre, or alone,

XXVIII. Several beasts made in the same deal go together, unless it is otherwise agreed.

XXIX. The greatest beast always goes first.

XXX. The three matadores cannot be forced by an inferior trump.

XXXI. The superior matadore forces the inferior, when it is played by the first player.

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XXXII. The

XXXII. The superior matadore does not force the inferior, if it is played on any inferior trump that was first led.

XXXIII. The matadores and the fans prendre, cannot be demanded after the cards are cut for the next deal, unless by design the cards are shuffled and cut so hastily, that there was not time to demand them; in which case, if there is nothing received for the game and the consolation, by any of the players; the player has a right to demand the fans prendre, and the matadors, with the game that is due to him; but if it is he himself that has cut or dealt the cards, he cannot recover them.

XXXIV. If he who plays fans prendre with the matadores, demand one without demanding the other, there is no more due to him than he demands.

XXXV. He who demands the matadores which he has not, instead of demanding the fans prendre; or he who demands the fans prendre instead of the matadores; cannot insist on being paid what is really due to him; for this game requires a precise
explanation

explanation. He who plays with calling, is not included in this distinction.

XXXVI. If one of the two players has been payed the matadores, the other has a right to be payed them, though he has not demanded them.

XXXVII. The matadores are not paid but when they are in the hands of those who stand the game, together or separately.

XXXVIII. He who plays fans prendre is obliged to name his suit, although he has a sure game.

XXXIX. The game, the stake, the consolation, and the beasts, are not confined, for they may be demanded several deals afterwards.

XL. No mistakes that have been made in counting the beasts can be recalled, after the next deal to that in which they were drawn.

XLI. He, or they, who stand the game, and win all the tricks, are paid what is agreed on for the vole.

XLII. The vole does not draw the beasts which do not go upon the game.

H 4

XLIII. He

XLIII. He who does not make the vole when he has undertaken it, pays what he would have received, if he had won it.

XLIV. The vole is undertaken, when after making the first six tricks, whether the game is played alone, or by calling a king, a card is played for the seventh trick.

XLV. When the vole is once undertaken it cannot be declined.

XLVI. He who speaks in the play to encourage his friend, cannot pretend to the vole.

XLVII. He who says any thing to make him decline it, is to be beasted.

XLVIII. It is not permitted to inform your friend who is to play, that you have six tricks.

XLIX. They who defend the poule, cannot communicate their game to each other, though the vole is undertaken; and neither the one or the other ought to say any thing that may interest the game.

L. He who has been forced to play with spadil, cannot pretend to the vole.

LI. The

LI. The vole cannot be undertaken before the king called has appeared.

LII. If the king called has not appeared, you may play on to the last card, without incurring the penalty for missing the vole.

LIII. They who make the vole, without having shewn the king, shall not be paid for it, although the queen has been played, and has won a trick; as it may happen, that he who has the king, has won by mistake, or being willing to make the *impasse**; the queen not denoting the king.

LIV. They who having undertaken the vole do not make it, win nevertheless, the game, the stake, and the beasts, if there are any that go on the game, and are paid the game, the consolation and the matadors if they have them, as well as the fans *prendre*.

LV. They who admit the *contre* at *quadrille*, give it the preference in play, to

* *See the Dictionary.*

him who being eldest hand, offers to play fans prendre.

LVI. He, who playing fans prendre, goes for the vole, and loses it, pays to each one what is due for the vole; and is not paid, either the fans prendre, or the matadores, if he has them, or even the consolation or the game, nor does he draw the stake; but he is not beasted, unless he loses the game; for in that case, besides the vole, he is to pay to every player what is due for the game, and is beasted what is on the game.

LVII. He who stands the game, and does not make three tricks, or four, as is agreed, is beasted alone, and pays alone all that is to be paid. And if he makes no trick, he pays besides to his two adversaries, what is due for the vole, but not to his friend, lest that advantage should induce the friend to play against him, instead of supporting him, when the game is desperate.

LVIII. When you play the roi rendu, he that receives him, is obliged to make
fix

six tricks alone to win ; for the rest, he wins or loses for himself alone.

LIX. If any player refuses to finish the party he has begun, he must pay all that is lost upon the game, and the cards.

LX. But if it is to attend some affair of importance, the party may be put off, by making a minute of the state of the game ; with the consent of the other players.

The Game of QUADRILLE, with the Mediateur, and the Favourite Suit.

Those who are accustomed to play much at Quadrille, have frequent occasion to observe the great inequality that is in the game ; the advantage of him who is eldest hand depriving the others of the liberty of playing, even when they have a good hand, unless they will play alone. It happens very often, for example, that the eldest having asked leave, the second player has three matadores, five trumps in black, and all small cards : in this case he cannot play alone, and as he has no chance of being called,

called, it is very disagreeable to be obliged to pass with a good hand : in order, therefore, to correct this inequality in the game, each player by this method has an opportunity of availing himself of the goodness of his game, by adding to the common method of playing Quadrille, that of the mediateur, and the favourite suit, which has rendered the game abundantly more diverting and interesting.

*Of the Manner of drawing for the Places
at the Mediateur.*

You take four cards ; a king, a queen, a knave, and an ace, of which each player draws one ; and commonly he who comes in last, draws first : he who draws the king places himself where he pleases, the queen sits at his right hand, the knave next the queen, and the ace on the left of the king, in order to give him the hand. He who has the king draws the favourite suit.

The Rules of the Game.

This new manner of playing the game differs in nothing from the common one ;
there

there are the same number of players, and the same number of cards.

To know the favourite suit: before the party is begun, there is a card drawn from the pack at a venture, and that card determines the suit: for example, if a heart is drawn, hearts are the favourite suit, and remain so during the whole party, and so of the rest.

The mediateur is a king, which one of the players demands of the others, when having a hand by which he expects to make five tricks, he can, with the assistance of the king, play alone, and make six tricks; he who stands the game, gives to him from whom he received the king, such card of his game as he thinks proper, and a fish; or, if it is in the favourite suit, two fish. The advantage of him who asks, by calling in the favourite suit, is to have the preference to him who asks by calling in any other suit.

He who asks with the mediateur, has the preference to him who asks by calling in the favourite suit; in which case he is obliged,

liged, by playing alone, to make six tricks to win.

He who asks with the mediateur in the favourite suit, has the preference to him who asks with the mediateur in any other suit, and in that case is obliged to play alone, and to make six tricks.

He who plays fans prendre in any other suit than the favourite, has the preference to him who asks only, or with the mediateur, or even he how would play in the favourite suit with the mediateur. Lastly, the fans prendre in the favourite suit has the preference to all other players ; for he who asks only, or with the mediateur, or the favourite with the mediateur, or would play fans prendre in any other suit, is obliged to give place to him who plays fans prendre in the favourite suit.

With regard to the manner of playing Quadrille with the mediateur and the favourite suit, it is the same as common Quadrille, as well when you ask by calling a king, either in the favourite suit or in another suit, or that you play fans prendre
in

in the favourite or another suit: the only difference is, that when one of the players demands the mediateur, in that case he is obliged to play alone, and to make six tricks, as if he had played fans prendre. Those who are versed in the play of the game of Quadrille, will readily determine by the strength of their game, whether they are able, with the aid of the king they ask, to play alone.

Manner of playing Quadrille, with the Mediateur, and without the favourite suit.

This game is marked and played the same as common Quadrille, except that a fifth extraordinary is given to him who plays the mediateur, and to him who plays fans prendre: that is, he who wins the mediateur receives thirteen counters from each; and if he loses by remise, he pays twelve to each, and thirteen if by codille. He who wins fans prendre, receives seventeen counters from each; and if he loses by remise, he pays sixteen to each, and if by codille, seventeen.

The

The vole with the mediateur is paid as at common Quadrille; that is, he who makes it receives one fish only: the beasts are also counted as at common Quadrille; and the last game, which is called Pou-lans, you may double the game.

Note, If you chuse to play a higher game, you may play the double colour, which is called the Turk, and is paid the double of the favourite suit; and to this you may still add the Accofade, to augment the game; and that is, when the two aces are to be found in the same hand; and to him that has them, is paid whatever sum the players think proper to agree on.

Of Solitaire Quadrille.

This game, which is played at many houses, is called solitaire, because you are obliged to play alone without calling.

If it happens that neither of the four players has a fans prendre game, or is strong enough to demand a mediateur, they

they are then obliged to pass, for they cannot have recourse to spadill, as at common Quadrille; and the two fish are left on the board, and he who deals next, puts down two more, and so on, till one of the players has a hand to play fans prendre, or with a mediateur, &c. With regard to the beasts, they augment by twenty-eight counters above what is on the board; and on the double poulans, by fifty-six.

Of the Mediateur Solitaire, by Three.

This game, which is played for want of a fourth person, is not the less entertaining; and is played in the following manner.

I. You throw out ten cards, which are nine diamonds and the six of hearts, and leave the king of diamonds; by this means you can play in the four suits, though there is one almost excluded: for example, one of the players having the two black aces, with the kings, can play in diamonds, he will consequently have all the matadores; which

which are to be paid him as at the mediateur by four.

So again, he who can play by demanding a mediateur, may ask the king of diamonds, as it is left in the pack, in order to make the game as diverting as when played by four.

II. This game is marked as at the mediateur; that is to say, he who deals puts down two fish before him, and you do not play by calling, nor have recourse to spadill; for if you have not a hand to demand a mediateur, or play fans prendre, you must pass; and then he who deals puts down two fish before him, and you go on till one of the three plays; on which account it is called solitaire, seeing that you always play alone.

III. With regard to the manner of marking the beasts, you must observe the tables before given for the common mediateur by four; the only difference is, that the beast made by remise is augmented by as many counters as there have been passes at the game; whereas that made by codill, is of
no

no more counters than at the common mediateur by four.

As by this method you play one deal less every tour, it is more eligible to play twelve tours than ten, before the reprise or party is finished. For the rest, you follow at this game the laws of the mediateur by four.

These being the general rules for playing the game at *Quadrille*, it is obvious that those who possess most frequently *spadille*, *manille*, and *basto*, the three *mata-dores* will be the greatest winners; therefore the connoisseur at this game will endeavour to secure these cards in particular. He can shuffle them in such a manner, that they will be cut to the dealer from his left hand player (as the cards are dealt the contrary way to what they are at whist) if he is in league with him; but if he has no confederate, the same effect will be produced by the slip, if he be any way dextrous at it; for at this game it does not require so much address as at whist (there being fewer cards in number, and of course
the

the bulk of the pack diminished) by shuffling these three cards at bottom; but if he cannot lay hold of them all, two, or even one, must inevitably prevail in the long run. In case of a confederacy, signs and tokens may be established, so as to know every material card in each other's hand, and thereby favour be shewn to pass or not, plays a sans prendre, or for a vole, as occasion may require. When there is no confederacy, a single connoisseur will mark the cards, know all that are material, and thereby shuffle them to himself by the slip, or the help of a more simple manœuvre, which I have known frequently succeed: this is by drawing off the lower parcel cut from first, and then placing the other upon it, by which means the cards remain in the same state they did before they were cut. This, when the cards are properly shuffled by the aid of being marked, produces all that is required.

This game is most commonly played by the ladies, yet I am sorry to say, that their tables are not intirely free from the deceptions.

tions just mentioned, though it must be owned, they seldom extend their *manœuvres* beyond favouring one another, or making signs. I know however a lady who is a great Quadrille player, who can secure the matadores, and perform the slip equal to Jonas. The great stroke the ladies attempt is, in keeping the pool, when, by a very easy legerdemain, they can serve themselves to as many fish as they please.

*A Dictionary of the Terms of the Game of
Quadrille.*

TO A S K LEAVE,

IS at Quadrille, to ask leave to play, by calling a king.

B A S T O.

That is the ace of clubs, which is always the third trump.

B E A S T.

Is a penalty at the same game, which consists in paying as many counters as there are down; and is incurred either by re-nouncing

nouncing, or by some other fault; or by not winning, when you stand the game, which is called making the beast.

CHEVILLE.

To be in Cheville, is to be between the eldest hand and the dealer.

CODILL.

Is at the game of Quadrille, when those who defend the pool, make more tricks than they who stand the game; the former are said to win Codill, and the latter to lose it.

CONSOLATION.

Is a claim of the game, which is always paid by those who lose to those who win; whether by Codill or Remise.

DEVOLE.

Is when he who stands the game makes no trick.

DOUBLE.

To play double is, to pay the game and the stake double, as well as the consolation,

tion, the fans prendre, the matadores, and devole.

F O R C E.

The Ombre is said to be forced, when you play a strong trump to weaken him, if he over-trumps; he is likewise said to be forced, when he asks leave, and one of the other players obliges him to play fans prendre, or pass, by offering to play fans prendre.

F R I E N D

Is, at Quadrille, the player who has the king called.

I N P A S S E.

To make the Inpasse is, when being in Cheville, you play the knave of a suit, of which you have the king.

M A N I L L.

Is, in black the two of spades or clubs; and if in red, the seven of hearts or diamonds, according to the suit in which you play,

play, and is always the second trump at the game.

M A R K.

The game is marked by the fish, which they who deal, put down at Quadrille.

M A T A D O R E S.

There are three matadores, viz. Spadill, Manill, and Basto, which are the three first trumps: their number is augmented according to the number of trumps that are joined to them, without interruption: when Spadill is wanting to make the number compleat, they are called false matadores.

M I L L E.

Is a mark of ivory, which is sometimes used and stands for ten fish.

O M B R E.

Is the name given to him who stands the game, either by discarding or playing fans prendre at Ombre; or by calling or playing fans appeller at Quadrille. To be with the Ombre, is to have the king called. The
game

game of Quadrille is likewise called Ombre by four, and quintille Ombre, by five.

P A R T Y.

Is the duration of the game, according to the number of tours that are agreed to be played : it is also called reprise.

P A S S.

Is the term that is used, when you have not a hand to play ; you then say, pass.

P O N T O.

Is the ace of diamonds, when diamonds are trumps ; or hearts, when they are trumps ; and is then the fourth trump.

P O U L.

The poul consists of the fishes, which are flaked for the deals ; or the counters which are put down by the players ; or the beasts that go on the game. To defend the poul, is to be against him who stands the game. The word poul, likewise signifies a certain number of counters, super-numerary to the cards, when the tours are

I

finished,

finished, and you play after the tours are finished.

P R I S E.

Is the number of fish or counters that are given to each player at the beginning of the party.

R E G L E.

Is the order that is observed at the game; it is called at Quadrille, being in regle, when the Ombre trumps the return of the king called.

R E M I S E.

Is, at Quadrille, when they who stand the game, do not make more tricks than they who defend the poul; and they then lose by remise.

R E N O U N C E.

Is not to play in the suit led, when you have of it: it is also called a renounce, when not having any of the suit led, you win with a card that is the only one you have of that suit, in which you play.

R E P R I S E.

R E P R I S E.

Is the same as party.

R E P O R T E.

Is the same as remise.

R O Y R E N D U.

That is, the king given up; and is the method of playing Quadrille, when the king called being given up to the Ombre, he is with that to win the game alone.

S P A D I L L.

Is the ace of spades, which is always the first trump.

F O R C E D S P A D I L L.

Is at Quadrille, when he who has it, is obliged to play; all the other players having passed.

S A N S A P P E L L E R..

That is, without calling; and is at Quadrille, when you play without calling a king.

SANS PRENDRE.

This term is used at Quadrille, though improperly, and then signifies the same as fans appeller.

FORCED SANS PRENDRE.

Is, when having asked leave, one of the players offers to play fans prendre, in which case you are obliged to play fans prendre, or to pass.

T E N A C E.

To be in tenace, is to wait with two trumps, that you must necessarily make when he that has two others, is obliged to lead; such are the two black aces, with regard to manill and ponto.

T O U R S.

Are the counters, which they who win by standing the game, put down to mark the number of coups played; by which the duration of the party is determined.

E S S A Y XI.

Containing the Method of playing the Game of LOTTERY, so much in vogue at Bath, and the Watering-places. Together with all the artifices and legerdemains, that are frequently introduced at this Game, in order to defraud, even at the rooms, as experience has often testified.

OF all the games on the cards, Lottery is, without doubt, the most amusing, and the game of the greatest commerce. A great excellence of this game is, that it is most agreeable when there is a great number of players; for it may be played by ten, twelve, or more; but not well with less than four or five players.

They play with two entire packs of cards, one of which serves for the tricks, and the other for the lots or prizes.

Each player should take a certain number of counters, more or less, that, and their value, depending on the will of the players.

These points being settled, every one gives the counters he has, for his stake, and being put all together into a box or purse, on the middle of the table, they compose the fund of the Lottery.

The players being all ranged round the table, two of them take the two packs of cards, and as it is of no importance who deals, as there is no advantage in being eldest or youngest, the cards are commonly presented, in compliment, to some two of the players.

The dealers, after well shuffling the cards, and having them cut by their left-hand neighbours, one of them deals a card to each player, and all these cards are to remain turned, and are called, the Lots: each player then places on his lot what number of counters he thinks proper: they should observe, however, to make them one higher than the other, that there may be as few as possible of the same value.

The lots being thus prized, he who has the other pack, deals likewise to each player one card, which are called, the Tickets:
each

each player having received his card, the lots are then turned, and each examines whether his ticket answers to any of the lots; for example, if the lots are, the knave of clubs, the queen of hearts, the ace of spades, the eight of clubs, the six of diamonds, the four of hearts, the three of spades, and the two of diamonds; he, or they, whose cards correspond to any of those, take up the lot or prize that is marked on that card.

The two dealers then collect those cards that belong to their respective packs, and after having shuffled them, deal again in the same manner as before, the lots being laid down and drawn by the tickets, in the manner we have just mentioned; and such lots as remain undrawn, are to be added to the fund of the lottery.

This business continues till the fund is all drawn out, after which, each player examines what he has won, and the stakes are paid in money, by him who drew the lottery, whose business it is to collect and divide it.

If the party should last too long, instead of giving only one card to each, for his ticket, you may give two, three, or even four, one after the other, according as you have the party continue : the increasing the value of the lots likewise, helps greatly to shorten the party.

This game is highly diverting, and affords an uncommon pleasure ; and as it is attended with no difficulty, it cannot but be agreeable ; for even those players, whose vivacity prevents them from giving the least attention to their game, may here play without any disadvantage, as it is altogether a game of chance, and where no great risk is run, the loss being always confined to a certain number of counters.

Although the game of Lottery has all the appearance of a fair game, and a game of chance, yet there are many ways of cheating the unwary. The connoisseurs never desire to play at any game sooner than those that go under the denomination of chance. The advantages that may be taken at this game are various. For example,
when

when the dealer takes the cards, in order to place the lots, he can discover to an accomplice one or more of the above cards, by raising the card or cards the least degree higher than usual. One is sufficient to be known, and the accomplice, who is to distribute the tickets, by the help of a little legerdemain in shuffling, can so fix the similar card as to give it to whom he pleases, after being cut and slip into their original state. If he can discover more than one, the sooner those in the combination can effect their purposes. If the dealer is not very expert at the slip, he must palm the cards to answer the same purpose. This is done by shuffling two or three cards similar to those that are made lots or prizes, to the top of the pack, and then just before they are cut, securing these three principal cards in the hand, ready to be joined to the parcel which is to go uppermost: by these means, a prize card may be given to any three persons he thinks fit. According as these persons are seated, the dealer must make the cards; that is, insert or fix them

in such a manner, that in giving the prize cards, they will come to those for whom they are intended. Another method may be used instead of palming, which is to make a bridge or niche before the cards are cut, so that when the accomplice cuts into this bridge or niche, they must inevitably answer in giving them about. The most certain and easy way is that of marking in each pack as many similar cards as are thought necessary, three or four are sufficient; when this is done, the person who deals makes these cards the prizes or lots, which is easily done by shuffling, cutting, or slipping; after which, one of the accomplices is supposed to give out the tickets, which in doing, as he knows them by their marks, he can easily shuffle them, in order to give the similar cards to whom he pleases. The fraudulent part of this game is generally effected by combination, which makes it difficult for any one person to have an advantage without an assistant: however, there are even ways to secure the prizes, or at least to make a certainty of winning,
when

when one person only is concerned, and is to distribute the tickets. Having marked the cards so as to know them particularly, he must take notice of those laid down for prizes, and perceiving such card or cards as are known by his mark, he must insert or fix the cards intended for lots, in such a manner as to secure a prize to himself. It is requisite here, that he should be master of the slip, or palming, for it must depend totally upon one or the other, nobody being placed either to cut to him, or to assist him in any respect whatsoever.

There is a more simple method of playing this game, which makes it much easier to gain the aforesaid advantages. This is, when the dealer gives out those cards intended for prizes, which consist of such a number only, two, three, or four, so that these cards may be much more easily known by the means we have already mentioned, than when a greater number are used.

Various methods may still be invented to defraud at this game; but as our design is not to contrive the means of cheating, but

to prevent the unguarded from being deceived, by setting forth, in the most perspicuous manner, those methods already made use of, we shall content ourselves with what we have already said upon this game.

ESSAY

E S S A Y XII.

Containing an Account of the Game of Backgammon, with the most approved Method of playing at it, and the Rules of the Game. Together with the Artifices and Legerdemains that are frequently practised at it.

THIS game is played upon a table divided into two parts, upon which there are twenty four points. Each adversary has fifteen men, black and white, to distinguish them. These are disposed of thus: supposing you play into the right hand table, two upon the ace point in your adversaries table, five upon the six point in the opposite table, three upon cinq point, in the hithermost table, and five on the six point in your own table. The object being to bring the men round in your own table, all throws that contribute towards it, and prevent your adversary doing the like, are advantageous, and *vice versa*. Accordingly the first best throw upon the dice is esteemed aces, as it stops the six point

point in the outer table, and secures the cinque in your own, whereby your adversary's two men upon your ace point cannot get out with either quartre, cinq, or six. Wherefore this throw is an advantage frequently asked and given between players that are not equally skilful.

Directions how to carry your men home.

When you carry your men home, in order to lose no point, you are to carry the most distant man to your adversary's barr point, that being the first stage you are to place it on; the next stage is six points farther, *viz.* in the place where your adversary's five men are first placed out of his tables; the next stage is upon the sixth point in your tables. This method is to be pursued till all your men are brought home, except two, when by losing a point, you may often save your gammon, by putting it in the power of two fives, or two fours to save it.

If

If you play to win a hit only, you are to endeavour to gain either your own, or your adversary's cinque point; and if that fails, by your being hit by your adversary, and you find that he is forwarder than you, in that case you must throw more men into his tables. The manner of doing it is thus: put a man upon your cinque or barr point, and if your adversary neglects to hit it, you may then gain a forward game instead of a back game; but if he hits you, you must play for a back game and then the greater number of men which are taken up makes your game the better, because you will, by that means, preserve your game at home; and you must then always endeavour to gain both your adversary's ace and trois points, or his ace and deuce points, and take care to keep three men upon his ace point, that if you chance to hit him from thence, that point may remain still secure to you.

At the beginning of a set do not play for a back game, because by so doing you would play to a great disadvantage, running

ning the risk of a gammon to win a single hit.

Directions for playing at setting out the thirty-six chances of the dice, when you are to play for a gammon, or for a single hit.

Two aces to be played on your cinque point, and barr point for a gammon, or for a hit.

Two fixes, to be played on your adversary's barr point, and on your own barr point, for a gammon, or for a hit.

* Two trois, two to be played on your cinque point, and the other two on your trois point in your own tables, for a gammon only.

* Two deuces, to be played on your quatre point in your own tables, and two to be brought over from the five men placed in your adversary's tables, for a gammon only.

* Two fours, to be brought over from the five men placed in your adversary's tables, and to be put upon the cinque
point

point in your own tables, for a gammon only.

Two fives, to be brought over from the five men placed in your adversary's tables, and to be put on the trois point in your own tables for a gammon, or for a hit.

Size ace, you are to take your barr point for a gammon, or for a hit.

Size deuce, a man to be brought from the five men placed in your adversary's tables, and to be placed on the cinque point in your own tables, for a gammon, or for a hit.

Six and three, a man to be brought from your adversary's ace point, as far as he will go, for a gammon, or for a hit.

Six and four, a man to be brought from your adversary's ace point, as far as he will go, for a gammon, or for a hit.

Six and five, a man to be carried from your adversary's ace point, as far as he can go, for a gammon, or for a hit.

Cinque and quatre, a man to be carried from your adversary's ace point, as far as he can go, for a gammon, or for a hit.

Cinque

Cinque trois, to make the trois point in your table, for a gammon, or for a hit.

Cinque deuce, to play two men from the five placed in your adversary's tables, for a gammon, or for a hit.

* Cinque ace, to bring one man from the five placed in your adversary's tables for the cinque, and to play one man down on the cinque point in your own tables for the ace, for a gammon only.

Quatre trois, two men to be brought from the five placed in your adversary's tables, for a gammon, or for a hit.

Quatre deuce, to make the quatre point in your own tables, for a gammon, or for a hit.

* Quatre ace, to play a man from the five placed in your adversary's table for the quatre and for the ace, to play a man down upon the cinque point in your own tables, for a gammon only.

Trois deuce, two men to be brought from the five placed in your adversary's tables for a gammon only.

Trois

Troice ace, to make the cinque point in your own tables for a gammon, or for a hit.

* Deuce ace, to play one man from the five men placed in your adversary's tables for the deuce; and for the ace to play a man down upon the cinque point in your own tables for a gammon only.

Directions how to play the chances that are marked thus () when you are only to play for a hit.*

Two trois, two of them are to be played on your cinque point in your own tables, and with the other two you are to take the quatre point in your adversary's tables.

† Two deuces, two of them are to be played on your quatre point in your own tables, and with the other two you are to take the trois point in your adversary's tables.

The two foregoing cases are to be played in this manner, for this reason, *viz.* that thereby you would avoid being shut up in
your

your adversary's tables, and have the chance of throwing high doublets to win the hit.

* Two fours, two of them are to take your adversary's cinque point in his tables; and for the other two, two men are to be brought from the five placed in your adversary's tables.

1. * Cinque ace, play the cinque from the five men placed in your adversary's tables, and play the ace from your adversary's ace point.

2. * Quatre ace, play the quatre from the five men placed in your adversary's tables, and play the ace from the men on your adversary's ace point.

3. * Deuce ace, play the deuce from the five men placed in your adversary's tables, and play the ace from your adversary's ace point.

*Some observations, hints, and cautions,
which are to be attended to.*

By the directions given to play for a gammon, you are voluntarily to make
some

some blots, the odds being in your favour that they are not hit; but should it so happen, that any blot is hit, as in this case you will have three men in your adversary's tables, you must then endeavour to secure your adversary's cinque, quatre, or trois point, to prevent a gammon, and must be very cautious how you suffer your adversary to take up a fourth man.

Take care not to crowd your game at any time, if possible. What is meant by crowding a game, is the putting many men either upon your trois or deuce point in your own tables; which is, in effect, losing of those men, by not having them in play.

Besides, by crowding your game, to attempt to save gammon, you are often gammoned; because when your adversary finds your game open, by being crowded in your own tables, he may then play his game as he thinks fit.

If you are obliged to leave a blot, by recourse had to the calculations for hitting it, you will find the chances for and against you;

you; and consequently you will be enabled to judge how to play your game to the greatest advantage.

You will also find by the calculations, the odds for and against you, on being hit by double dice, and consequently, you will have it in your power to chuse such a method of play as is most to your advantage.

If it is necessary to make a run, in order to win a hit, and you would know to a point which is the forwardest, your adversary or you, take the following method:

Begin with reckoning how many points you must have to bring home to your size point in your own tables, the man that is at the greatest distance from it, and do the like by every other man that is abroad; when the numbers of the absentees are summoned up, add to them the following numbers for those already in your own tables (supposing the men that were abroad as on your size point for bearing) namely, six for every man on the size point, five for every man on the cinque point, four
for

for every man on the quatre point, three for every man on the trois point, two for every man on the deuce point, and one for every man on your ace point. Do the like to your adversary's game, and then you will know which of you is forwardest, and likeliest to win the hit.

The Laws of Back-Gammon.

1st. If you take a man from any point, that man must be played; the same must be done if two men are taken from it.

2d. You are not understood to have played any man, till you have placed him upon a point, and quitted him.

3d. If you play with fourteen men only, there is no penalty attending it, because by playing with a lesser number than you are entitled to, you play to a disadvantage, by not having the additional man to make up your tables.

4th. If you bear any number of men before you entered a man taken up, and which consequently you was obliged to enter, such men, so borne, must be entered again in your adversary's tables, as well as the man taken up.

5th. If

5th. If you have mistaken your throw and played it, and if your adversary has thrown, it is not in your or his choice to alter it, unless both parties agree to it.

As this game is played with dice, it will naturally occur to the reader that when any foul play is put in execution, it must be by means of the dice to favour such throws as are wanting; for instance, in case you are taken up, and all your adversary's points are made in his table, except one, it will be necessary to throw that particular number, in order to enter. A connoisseur then will perform this, either by securing a die, or having a loaded one ready to substitute. Again, when you come to bearing your points, as all high throws certainly tell, a connoisseur will each time secure a six or five, or if occasion requires it, doublets. It is well known that dice are plumbed to run high or low, as the state of the game requires: others for doublets, and so on. Changing the dice, it is true, is a dangerous operation, in case of detection; but the unwary do not suspect, and an expert con-

connoisseur will do it without being perceived. An adept, however, without having recourse to loaded dice, will cog them so dexterously as to bring his numbers almost to a certainty. Whenever this is suspected, the only method is to bar the throw, which may be done without giving offence. It is therefore necessary for a player who is desirous to avoid being defrauded, to keep a constant eye upon his adversary's hand with which he shakes the box, otherwise he may catch one of the dice with his fore-finger, as is often done, and *land it* (as the phrase is) with such a number uppermost as he pleases. What has been here said will be sufficient to put the fair player upon his guard against the impositions of the dice, which is all that is to be dreaded at this game, as the rest must depend upon superior judgment; and it cannot be supposed that any player who is the least judge of the game, will let his adversary mark his points wrong, or take up the dice before he has observed the throw.

CALCULATIONS.

HOW many points upon the thirty-six chances?

ANSWER.		POINTS.
2 Aces	— —	4
2 Deuces	—	8
2 Trois	—	12
2 Fours	— —	16
2 Fives	—	20
2 Sixes	—	24
6 and 5 twice	—	20
6 and 4 twice	— —	20
6 and 3 twice	—	18
6 and 2 twice	— —	16
6 and 1 twice	—	14
5 and 4 twice	—	18
5 and 3 twice	—	16
5 and 2 twice	—	14
5 and 1 twice	—	12
4 and 3 twice	—	14
4 and 2 twice	—	12
4 and 1 twice	—	10
3 and 2 twice	—	10
3 and 1 twice	—	8
2 and 1 twice	—	6

points.

Divided by 36 { 294 } 8
 { 288 }

6 294

294 divided by 36, solves the question; by which it appears, that one throw with another you may expect to throw 8 upon two dice.

I would know how many chances there are upon two dice?

The answer is 36, which are as follow :

2 Sixes	—	I
2 Fives	—	I
2 Fours	—	I
2 Trois	— — —	I
2 Deuces	— — —	I
* 2 Aces	— — —	I
6 and 5 twice	—	2
6 and 4 twice	—	2
6 and 3 twice	—	2
6 and 2 twice	—	2
* 6 and 1 twice	—	2
5 and 4 twice	—	2
5 and 3 twice	—	2
5 and 2 twice	—	2
* 5 and 1 twice	—	2
4 and 3 twice	—	2
4 and 2 twice	—	2
* 4 and 1 twice	—	2
3 and 2 twice	—	2
* 3 and 1 twice	—	2
* 2 and 1 twice	—	2

Because a learner may be at a loss to find out by this table of 36 chances, what are the odds of being hit, upon a certain, or flat dice, let him take the following method.

E X A M P L E.

To know the odds of being hit upon an ace?

Look in the table, where you will find thus * marked.

* 2 Aces	—	1
* 6 and 1 twice	—	2
* 5 and 1 twice	—	2
* 3 and 1 twice	—	2
* 4 and 1 twice	—	2
* 2 and 1 twice	—	2
		Total 11

Which deducted from 36

The remainder is 25

By this method it appears, that it is 25 to 11 against hitting an ace, upon a certain or flat dice.

The like method may be taken with any other flat die, as you have seen with the ace.

I would

I would know what are the odds of entering a man upon 1, 2, 3, 4, or 5 points?

Answer.

Reduced.

		<i>for against</i>		<i>for aga.</i>	
To enter it	upon 1 point is	11	to 25 or about 4 to 9		
	upon 2 points	20	16	—	5 4
	upon 3 points	27	9	—	3 1
	upon 4 points	32	4	—	8 1
	upon 5 points	35	1	—	35 1

I would know what are the odds of hitting, with any chance, in the reach of a single die?

To hit	upon 1 is	11	to 25 or about 4 to 9		
	upon 1	12	24	—	1 2
	upon 3	14	22	—	2 3
	upon 4	15	21	—	5 7
	upon 5	15	21	—	5 7
	upon 6	17	19	—	8½ 9½

I would know what are the odds of hitting with double dice? which are as follow:

To hit	upon 7 is	6	to 30 or about 1 to 5		
	upon 8	6	30	—	1 5
	upon 9	5	31	—	1 6
	upon 10	3	33	—	1 11
	upon 11	2	34	—	1 17
	upon 12 or 26's 1	36	—	1	35

To explain farther to a learner how to make use of the table of 36 chances, when

at a loss to find the odds of being hit upon any certain or flat die, this second example is here added to shew how to find by that table the odds of being hit upon a 6.

2 Sixes	—	1
2 Trois	—	1
2 Deuces	—	1
6 and 5 twice	—	2
6 and 4 twice	—	2
6 and 3 twice	—	2
6 and 2 twice	—	2
6 and 1 twice	—	2
5 and 1 twice	—	2
4 and 2 twice	—	2
		17

Which deducted from 36

Remainder is 19

By the foregoing example it is evident, that it is 19 to 17 against being hit upon a 6.

The odds of 2 love is about 5 to 2.

and of 2 to 1 is 2 to 1.

and of 1 love is 3 to 2.

E S S A Y XIII.

*Containing an Account of the Game of ALL
FOURS as it is usually played, and the Ad-
vantages that may be taken, and Finesses
that may be introduced by those who under-
stand the Manœuvres of the Cards.*

THERE are three principal cards in this game, which are ace, knave, and deuce of trumps; the ace reckons first, as highest, the deuce next, as lowest, jack or knave, as third, and what is called the game, as fourth and last; from whence the game derives its name of All-Fours.

What is meant by the game as fourth, is the majority in number after you have played your cards, reckoning any ace as four, any king as three, any queen as two, any knave as one, and the tens express themselves, by counting for ten each. After cutting for deal you must deal six cards, three by three, and turn up the thirteenth card for the trump. If then the eldest of

hand does not like his cards, he is at liberty to beg, that is, to have three more dealt to him: in case the trump is the same as was the last, the dealer must keep dealing on till it is changed; if in the course of dealing a knave is turned up for the trump card, it reckons for one. Then the elder hand proceeds to play a card, which, unless he has the ace, king, or queen of trumps, should be a small one, in order to throw the lead into his antagonist's hand, thereby keeping the tens, if he has any, for an opportunity to make, by being last player; or if he has the jack of trumps not well guarded, he should take the first card his antagonist plays, with it, if he can; and then keep playing a small one to him again, in order to be last player, which is a great advantage at this game.

When the hand cards are played out, you reckon for game, that is, the fourth point. If you play the severities of the game, you must not look at your cards upon this occasion, but must mark your game according to the best of your remem-

membrance: if you mark a point for game when you have it not, your antagonist takes the advantage, and scores up All-Fours to his score, but generally no more than one point, according as it is agreed upon. The only judgment of this game consists in playing your cards well, so as to make your tens, aces, kings, &c. and thereby gain the game point, which is a very material thing at All-Fours, as the game, for the stake, seldom exceeds eight or ten points, according as you make it before you begin to play; all the rest depends upon chance, that is, if the game is played fair; for which reason, various are the methods of cheating at this game, in order to secure the ace, deuce, jack, or any of the capital cards, to make the most points. Of these methods we shall now give some account, and endeavour to explain them in the best manner we can.

First then, the most unsuspected advantage a player may have over you, is by having an accomplice to look over your hand of cards, pretending at the same time

to back you, while he gives your antagonist, who is to win, such signs as will denote to him every card in your hand, which may be easily done by fixing such a sign for any particular card: for example, by taking snuff, or touching any particular button with a particular finger, or fingers themselves, either of these is sufficient to shew any card you have in your hand to your antagonist, by which means he can play his cards accordingly, and thereby be almost sure of winning in the long run. We have, however, seen chance prevail to such a degree, that the dupe has held, by accident, such great cards as to prevent his adversary's winning by the means of signs only; but this immoderate luck cannot hold. The only thing the connoisseurs have to fear when they play deep is, being stript before their luck turns, or rather before the cards run equal; for equality of cards is sufficient to win the Bank of England, with the assistance of signs only.

The next method of cheating is what often is practised without detection, which
is

is what they call the *after-game*. The cards are dealt seemingly as usual, but by the art of shuffling, three capital cards are contrived to be taken in, in case you beg: this may be done by a very simple manœuvre, whilst the cards are putting together, in order to shuffle them, that is in case you neglect mixing them yourself; ace, deuce, and knave being the three principal cards, they may be snatched up imperceptibly, with an indifferent one of the same suit for the trump card, which being placed underneath these three, make four in number; by a turn in shuffling these may easily be conveyed to the top of the pack; when they are secure, with any three cards over them, you cut the cards, and by his taking up that parcel which remains on the table to deal with, as if to avoid trouble, as a few only are required in the deal, the other parcel which was cut off remains untouched; as soon as the trump card is turned up, this parcel is put uppermost with the trump card; this is done in such a manner as may not be observed by the adversary.

adversary. If you then beg he deals on, and consequently gets the three capital cards to himself, by which means he may make All-Fours.

Many dexterous at the slip keep the parcels together after they are cut so imperceptibly as to deceive the sharpest eye, 'till they turn up the trump, and then slip them for the after-game. If you take care to mix them well yourself, this cannot be done but by marking the four principal cards, in order to find them out in shuffling, as the dealer has an undoubted right to shuffle last. There are however two accidents that may impede the after-game; the one is when the cards happen to be cut too low, and the other, when the first trump is of the same suit with that the after-game is made for.

We have seen some very expert hands, who, by dint of marking and slipping, have dealt themselves such a hand as could very well afford to give one when you begged. This is what they call reducing it to a certainty.

By

By marking the tens only we have seen a man *cut up*, as the phrase is, without being the least suspicious of the cause, knowing what tens you have in your hand being a great pull, especially to those who play the game well. Some are very dexterous in turning up the jack, which at a pinch of the game is a great thing. This is done by either slipping the cards, or palming the knave; however the latter is the most common.

Other means are made use of by marking the capital cards, which may be easily suggested from what has already been said; therefore to conclude we shall only observe that this game is as dangerous as any upon the cards, to those who are not greatly upon their guard.

E S S A Y XIV.

Containing an Account of the Game of COMET, commonly called POPE JOAN, with the Legerdemains and Finesses made Use of to defraud the Unwary.

THIS game may be played by any number of persons not exceeding eight; and depends upon the players divesting themselves of the cards they have dealt them.

Whoever plays his cards off first wins the game. The nine of diamonds is the comet or the pope, and is the rule at this game to begin with that card where you have the greatest sequence, for example.

The eldest having the two, three and four, but not the five, if he has the cards that follow from the six up to the king, he should not begin with the two, three and four, without the five; but by playing the six first, he says, six, seven, eight, nine, ten, knave, queen and king; and by that means he plays eight cards, whereas by beginning with the two, he could only have played

played three: now it is the grand object at this game, to play a great number of cards; for he that first finishes his hand, by playing all his cards, marks the other, for all the points that remain in his hand.

However, if you should have three two's without a three, and after that your cards should follow in tolerable good order, as there is no prospect of your coming in again by the two as there are no cards below that, you should begin with that, and say, two fans three, or without three; especially if you have any kings, by which you may enter again.

When you have not the comet, and have four two's, a three, a four, a five, a six, a seven and an eight fans nine, and have all the other cards, up to and including the king; besides several queens and as many kings, by favour of which you can come into play again; you should not begin with the two, for after having played the last king, if you have only the four two's, the three, four, five, six, seven and eight; by playing the four two's together, you finish by the eight, and by that means
regorge

regorge the comet; for the adversary seeing still ten or twelve cards remaining, does not suspect that they all follow in sequence. To regorge the comet is to have played all the cards, when the comet remains in your adversary's hand.

When you have your cards of the same sort, you should not play them together, but when you have cards that are below them; and not begin the lead, but with such as follow those four, because the adversary having none of that sort, must necessarily enter there; and by that means all those that remain below them are hoc's; but you should never play them together when you have none of an inferior rank; unless the game should be so disposed, that by playing them you finish your hand.

As the principal advantage in this game is, to finish your hand by playing the comet for nine; as it is then paid quadruple, and the points are also marked quadruple, it is proper to remember what cards the adversary has not; for example, suppose the adversary has no five, and has only three cards, and you have a two and the comet:

you

you should, then say, two fans three; for if the adversary has no three, you finish by the comet for nine; and supposing he has a three, and even a four, they make only two cards of the three that he has; he says three and four fans five; you cross him, and finish by the comet, which is not then put for nine; however it is paid double, and doubles the adversary's points.

There is another almost certain method of finishing with the comet for nine; which is when you know that the adversary has no nine, and suppose that he has eights, you reserve the comet by saying, three, four, five and six fans seven, the adversary says, by playing a seven and eight, fans nine, you therefore finish with the comet for nine.

When the eldest has played all the cards he has in sequence, and is obliged to stop at a card that he has not; for example, if he says, four fans five, the other then plays a five if he has it: and you must observe, that after playing his five, he is not at liberty to lead what card he pleases, for he must follow the natural order of the cards,
going

going from the five up to the king, which is the highest card of the game; after which he may begin again by what card he thinks proper; and you must observe also, that if his cards do not follow each other up to the king, for example, if he has no knave, he plays down his cards, and says, five, six, seven, eight, nine and ten, sans knave; but if the other player likewise has no knave, in that case, he who said ten sans knave, is not obliged to play the queen, which is the card above the knave, but he may then lead what card he pleases.

He that has two or three kings, may play them immediately after one another; and he should do it when he knows, that there are no more queens.

You are to endeavour as much as possible, to get rid of those cards that are the highest in point, as all the figures, which tell ten each, the tens, the nines and eights; for when these cards remain in hand, you are marked the greater number of points; but you are to play them apropos, as they may serve to cross your adversary's play, or to bring you into play: that depends
on

on the disposition of the cards which you have in your hand, and the conjectures you are able to make of your adversary's hand, by the cards that have been already played.

You should also endeavour to get rid of your low cards, as two's and three's; for after a certain number of cards are played, it is difficult to enter by a two or a three, and you have no longer an opportunity of getting rid of them, unless you should have kings, or some cards your adversary has not: in that case as you enter by what cards you please, you should play the two's and three's, and other small cards that you may have.

The comet makes hock every where, that is, he who has it, may in playing his cards, employ it for what card he pleases; for it is king, queen, knave, ten, or any other card, according as the player pleases, and as he finds convenient for his interest. Observe, that after employing the comet for a queen, or other inferior card, you are not obliged to play the card that immediately follows it, but may begin again by what card you think proper.

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If the player who has no comet, is obliged to stop at a card he has not; for example, if not having the queen, he says knave fans queen; he that has the comet may play it for the queen, if it is his interest to cross the line of the others play; and then play what card he thinks proper; but if he that has not the comet, plays his cards in sequence, according to their natural order, beginning with the low cards and going up to the king, he cannot be interrupted by the comet.

When you finish by the comet you are paid double, as was said before, and the points which remain in the other's hand are counted double; for example, if he has a queen, a knave, and a five, he is counted fifty points, instead of twenty-five.

When you finish by the comet, and it is played in the place of a nine, it is paid quadruple, and the points are counted the same.

When you have the comet remaining in your hand you pay double, and the points you have in hand are marked double.

When

When the eldest hand runs off all his cards, without interruption from the first to the last, that is called making the *Opera*.

When you make the opera, the points are counted double : and when you make the opera by finishing with the comet, it is paid quadruple, and the points are counted the same.

When you make the opera, by finishing with the comet for nine, it is paid sixteen, and is augmented according to the number of times it has not appeared ; and the points are counted eight times, this is, if he who is the opera, has an hundred points in his hand, the player who makes the opera, marks up eight hundred points.

When you are the opera, and have the comet remaining in your hand, you pay it double, and your points are counted quadruple.

The *carte blanche* at this game is worth fifty points, and prevents a double opera.

If the comet is in the hand of him that has *carte blanche*, it is worth an hundred points to him.

The

The Method of playing the game of the Comet, by three, four, and five persons.

When this game is played by three persons, each player has twelve cards dealt him, and there remain twelve in the stock; the two players who have cards remaining in their hands, pay down directly to him that has played all his cards, the points that are in their hands; and he of the two who has the most points, puts two counters into the poul, which at the end of the party belongs to him who is the greatest winner.

When the two players who have cards remaining, have exactly the same number of points, each of them puts one counter into the poul.

The eldest having played such cards as are in sequence, and stopping at a card he has not, the player on his right, plays it, if he has it; and if not the third player if he has it, plays it and goes on: if he has it not, the first player begins again by what card he pleases.

When four persons play, each has ten cards dealt him, and there then remain eight for the stock.

If

If there are five players, they have each nine cards, and there remain three in the stock: and in each case they observe the rules of play we have before given.

Various are the ways of defrauding the unwary at this game, first then by combination; if the cards of one accomplice can be made known to the other by signs or any way else, by playing to the cards which are known, the confederate can run off his cards without any interruption; for suppose one to have four and five, and knows his accomplice has a six, seven, eight, &c. by playing the five he gives his friend an opportunity of getting out. There is also a great advantage in knowing the stock cards or those remaining after dealing; for by knowing what these cards are, the cards may be played accordingly, and by these means the connoisseur can get out before any of the company, for example, if a three is in the stock, the duce may safely be played and no one can come in, it being a stop card, and so on in respect to any other cards belonging to the stock. By dealing the nine of diamonds to one's self which is
the

the comet, and the most advantagecus card at this game, one may be sure of winning in the long run; and this may be done by counting the persons round the table and shuffling the cards in order to fix the comet for to come to the dealer, then when the adversary has cut the cards, they must be reinstated by that useful manœuvre called the slip, or if the accomplice happens to be the person to cut, the dealer then can make a nick or what is termed a bridge for him to cut into, which will answer the same end; but the greatest advantage of any at this game is to deal one's self or accomplice sequences, and court or figured cards including always the kings; this would make it a certainty of winning by getting out the cards in hand. In short by combination and signs there are many ways of defrauding at this game, by shuffling and slipping the cards when all alone, the same may be accomplished, especially when the player is, what they call, a good operator.



F I N I S.

